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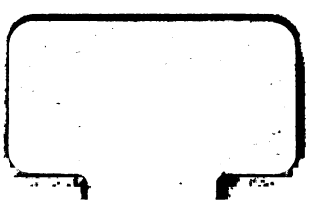

M2ED

Sarratt

A

# TREATISE

ON

# THE GAME OF CHESS;

CONTAINING

A REGULAR SYSTEM

OF

## Attack and Defence:

ALSO

NUMEROUS RULES AND EXAMPLES, TEACHING THE MOST APPROVED METHOD OF PLAYING PAWNS AT THE END OF A GAME.

TO WHICH IS ADDED,

## A SELECTION

OF

*CRITICAL AND REMARKABLE SITUATIONS,*

WON OR DRAWN BY SCIENTIFIC MOVES.

---

Savoir la marche est chose très unie,
Jouer le jeu, c'est le fruit du génie. J. B. Rousseau.

---

BY J. H. SARRATT,
*Professor of Chess.*

---

IN TWO VOLUMES.

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# BOOK II.

TEACHING THE PLAYER, WHO HAS *not* THE MOVE, TO OPEN HIS GAME, AND TO FRUSTRATE HIS ADVERSARY'S ATTACK.

## FIRST GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

3.

*W.* The Q. B. P. one step.
*B.* The Q. to her K. second square. *(a)*

4.

*W.* The Q. P. one step.
*B.* The same.

5.

*W.* The K. Kt. to its B. third square.
*B.* The Q. B. to its K. third square. *(b)*

6.

*W.* The K. B. takes it.
*B.* The K. B. P. takes the K. B.

7.

*W.* The Q. B. to the adversary's K. Kt. fourth square.
*B.* The K. Kt. to its B. third square.

*(a)* This move totally frustrates your plan of pushing your Queen's Pawn two steps: for if you were to play it, you would lose your King's Pawn, which he would take with his Queen, after taking your Queen's Pawn with his King's Pawn.

*(b)* If his Queen had *not* been played to her King's second square, this would have been a bad move: in that case you ought to take his Queen's Bishop, and then play your Queen to her Knight's third square.

8.

*W.* The Q. Kt. to its Q. second square.

*B.* The same.

9.

*W.* The K. castles.

*B.* The K. castles with his R.

Both games are very well opened; and the Black's situation is to the full as secure as the White's. The player of the Black would have been wrong in castling on his *Queen*'s side; as the White, by pushing his Queen's Knight's Pawn two steps, and then his Queen's Rook's Pawn two steps, would have laid the foundation of a violent and dangerous attack, which would have compelled his adversary to play either his Queen's Rook's Pawn, or his Queen's Bishop's Pawn, and thus expose his King.

## SECOND GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

4.

*W.* The Q. B. P. one step.
*B.* The K. Kt. to its B. third square.

5.

*W.* The Q. P. two steps.
*B.* The K. P. takes it.

6.

*W.* The Q. B. P. takes the K. P.
*B.* The K. B. to the adversary's Q. Kt. fourth square, giving check.

7.

*W.* The Q. B. interposes at its Q. second square. *(a)*
*B.* The K. B. takes the Q. B. *(b)*

8.

*W.* The Q. Kt. takes the K. B.
*B.* The Q. P. two steps. *(c)*

*(a)* If the White were to interpose his Queen's Knight (as Greco injudiciously directs), the Black ought immediately to take the Queen's Knight with his King's Bishop, and then the King's Pawn with his King's Knight.

*(b)* He may also play :

. . . . . 7.

*B.* The Q. to her K. second square.

8.

*W.* Is obliged to push his K. P. one step.

*B.* The K. Kt. to the adversary's K. fourth square, &c.

*(c)* This move is of essential utility, as it disunites the White's central pawns: if the White, after taking the Queen's Pawn with his King's Pawn, were to give check by playing his Queen to her King's second square, the Black ought to move his Queen's Bishop to its King's third square.

9.

*W.* The K. P. takes it.

*B.* The K. Kt. takes the K. P.

10.

*W.* The Q. to her Kt. third square.

*B.* The Q. Kt. at its Kt. second square.

11.

*W.* The K. castles with his R.

*B.* The Q. B. P. one step.

12.

*W.* The K. R. to its K. square.

*B.* The K. castles. *(d)*

*(d)* His game is at the least as good as yours. Your Queen's Pawn being *isolated* renders your situation perhaps even inferior to his.

## THIRD GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

3.

*W.* The Q. B. P. one step.
*B.* The Q. P. one step.

4.

*W.* The Q. P. two steps.
*B.* The K. P. takes it.

5.

*W.* The Q. B. P. takes the K. P.
*B.* The K. B. to its Q. Kt. third square.

6.

*W.* The K. B. P. two steps.
*B.* The K. Kt. to its B. third square.

7.

*W.* The Q. Kt. to its B. third square.
*B.* The K. castles.

8.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. takes the K. P.

9.

*W.* The Q. Kt. takes the K. Kt.

*B.* The Q. P. one step.

10.

*W.* The K. B. takes the Q. P.

*B.* The Q. takes the K. B. and has a very good game.

## FOURTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

4.

*W.* The Q. B. P. one step.
*B.* The K. Kt. to its B. third square. *(a)*

5.

*W.* The Q. P. two steps.
*B.* The K. P. takes it.

6.

*W.* The K. P. one step.
*B.* The K. Kt. to the adversary's K. fourth square.

7.

*W.* The K. B. to the adversary's Q. fourth square. *(b)*
*B.* The K. Kt. takes the K. B. P.

8.

*W.* The K. takes the K. Kt.
*B.* The K. P. takes the Q. B. P. checking with the K. B.

*(a)* It would also be good play to move his Queen to her King's second square.

*(b)* If the White, at the *seventh* move (instead of playing his King's Bishop to the adversary's Queen's fourth square), were to play his Queen's Knight's Pawn two steps, the Black must not retire his Bishop; he ought to take the Queen's Bishop's Pawn with the King's Knight, and then the Queen's Knight's Pawn with his King's Bishop, &c.

9.

*W.* The K. to his square.

*B.* The K. P. takes the Q. Kt. P.

10.

*W.* The Q. B. takes the K. P.

*B.* The Q. Kt. to its K. second square.

11.

*W.* The K. Kt. to the adversary's K. Kt. fourth square. *(or c) (or d)*

*B.* The Kt. takes the K. B.

12.

*W.* The Q. takes the Kt.

*B.* The Q. takes the K. Kt.

13.

*W.* The Q. takes the K. B.

*B.* The Q. takes the K. Kt. P. and has a much better game than his adversary.

(Or c)

11.

*W.* The Q. to her Kt. third square.
*B.* The Kt. takes the K. B.

12.

*W.* The Q. takes the Kt.
*B.* The Q. to her K. second square.

13.

*W.* The K. R. to its B. square.
*B.* The Q. B. P. one step.

14.

*W.* The Q. to her Kt. third square.
*B.* The Q. P. two steps.

15.

*W.* The Q. Kt. to its B. third square.
*B.* The Q. B. to its K. third square, &c.

The Black is equal in power, and superior in situation.

(Or d)

11.

*W.* The K. R. to its B. square.
*B.* The Kt. takes the K. B.

12.

*W.* The Q. takes the Kt.
*B.* The Q. to her K. second square, and then the Q. B. P. one step, &c.

## FIFTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. B. to the adversary's Q. Kt. fourth square.
*B.* The K. B. to its Q. B. fourth square. *(a)*

4.

*W.* The K. B. takes the Q. Kt.
*B.* The Q. P. takes the K. B.

5.

*W.* The K. Kt. takes the K. P.
*B.* The Q. to the adversary's Q. fourth square. *(b)*

6.

*W.* The K. Kt. to its fourth square.
*B.* The Q. takes the K. P. and checks.

7.

If the White interpose his Queen, or move his King, he will lose his King's Knight; and if he play,

*W.* The Kt. to its K. third square,
*B.* The K. B. takes it.

(a) The Black may also play,

3.

*B.* The Q. R. P. one step.

4.

*W.* The K. B. takes the Q. Kt.
*B.* The Q. P. takes the K. B.

5.

*W.* The K. Kt. takes the K. P.
*B.* The Q. to the adversary's Q. fourth square, gaining of course the K. P. or the Kt. &c.

(b) The Black may likewise play the following moves:

5.

*B.* The K. B. takes the K. B. P. and checks.

6.

*W.* The K. takes the B.
*B.* The Q. to the adversary's Q. fourth square, giving check.

7.

*W.* The K. to his square.
*B.* The Q. takes the Kt. &c.

8.

*W.* The Q. P. takes the K. B. *(Or c)*

*B.* The Q. takes the K. Kt. P.

9.

*W.* The R. to its B. square.

*B.* The Q. B. to the adversary's K. R. third square.

10.

*W.* The Q. Kt. to its Q. second square.

*B.* The Q. R. to its Q. square.

11.

*W.* The Q. to her K. second square.

*B.* The Q. takes the K. R. P. and will win the game.

*(Or c)*

8.

*W.* The K. B. P. takes the K. B.
*B.* The Q. takes the K. Kt. P.

9.

*W.* The K. R. to its B. square.
*B.* The Q. B. to the adversary's K. Kt. fourth square.

10.

*W.* Has no better move than the K. R. to its B. second square.
*B.* The Q. takes it, and checks.

11.

*W.* The K. takes the Q.
*B.* The Q. B. takes the Q, &c.

## SIXTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

4.

*W.* The Q. P. one step.
*B.* The same.

5.

*W.* The K. Kt. to the adversary's K. Kt. fourth square. *(a)*
*B.* The Q. to her K. B. third square. *(b)*

6.

*W.* The K. B. takes the K. B. P. and checks.
*B.* The K. to his B. square.

7.

*W.* The K. castles.
*B.* The K. R. P. one step.

8.

*W.* The K. B. takes the K. Kt.
*B.* The K. R. P. takes the K. Kt.

*(a)* This move appears very good, but it is, on the contrary, highly exceptionable; the attack being premature.

*(b)* The Black may also move his King's Knight to its Rook's third square; but it is much better to play the Queen, as the move is not only *defensive*, but *offensive*.

9.

*W.* The K. B. to its Q. B. fourth square.

*B.* The Q. Kt. to the adversary's Q. fourth square.

10.

*W.* The Q. B. P. one step.

*B.* The Q. to her K. R. third square.

11.

*W.* The K. R. P. one step.

*B.* The Q. B. takes the K. R. P.

12.

*W.* The Q. B. P. takes the Q. Kt. *(Or a)*

*B.* The Q. B. takes the K. Kt. P.

13.

*W.* The K. takes the Q. B.

*B.* The Q. to the adversary's K. R. third square, giving check.

14.

*W.* The K. to his Kt. square.

*B.* The Q. to the adversary's K. R. second square, giving check-mate.

*(Or a)*

12.

*W.* The K. Kt. P. takes the Q. B.
*B.* The Q. takes the K. Kt. P.

13.

*W.* Can not avoid check-mate.

## SEVENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. to the Q. B. fourth square.
*B.* The same.

3.

*W.* The Q. to the adversary's K. R. fourth square.
*B.* The Q. to her K. second square.

4.

*W.* The Q. Kt. to its B. third square. (Or a)
*B.* The K. Kt. to its B. third square.

5.

*W.* The Q. to the adversary's K. Kt. fourth square.
*B.* The Q. B. P. one step.

6.

*W.* The Q. takes the K. Kt. P.
*B.* The K. R. to its Kt. square.

7.

*W.* The Q. to the adversary's K. R. third square.
*B.* The Q. P. two steps.

8.

*W.* The K. P. takes it.
*B.* The K. B. takes the K. B. P. and checks.

*(Or a)*

4.

*W.* The K. Kt. to its B. third square.
*B.* The Q. P. one step *.

5.

*W.* The K. Kt. to the adversary's K. Kt. fourth square.
*B.* The K. Kt. to its B. third square.

6.

*W.* The K. B. takes the K. B. P. and checks. *(Or b)*
*B.* The K. to his Q. square.

7.

*W.* The Q. to her K. R. fourth square. (If she be moved to any other square, the K. R. P. played one step, will gain a piece.)
*B.* The K. R. to its B. square.

8.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. takes the K. P.

9.

*W.* The Q. takes the K. Kt. *(Or c)*
*B.* The K. B. takes the K. B. P. and checks.

* Instead of playing this move, he may also play,

4.

*B.* The K. Kt. to its B. third square.

5.

*W.* The Q. takes the K. P.
*B.* The K. B. takes the K. B. P. and checks.

6.

*W.* The K. takes the K. B.
*B.* The K. Kt. to the adversary's K. Kt. fourth square, giving check; &c.

9.

If the White take the B. the K. Kt. checks at the adversary's K. Kt. fourth square, and wins the Q.; and if, instead of taking the K. B. the White move,

*W.* The K. to his B. square.

*B.* The K. R. to its Kt. third square, forcing the Q. &c.

10.

*W.* The K. to his B. square. *(or d) (or e)*
*B.* The Q. takes the K. Kt.

11.

*W.* The K. B. to its K. second square.
*B.* The K. R. to the adversary's K. B. fourth square.

12.

*W.* The Q. to her third square.
*B.* The Q. B. to its K. B. fourth square.

13.

*W.* The Q. to the adversary's Q. fourth square.
*B.* The Q. B. to the adversary's K. fourth square.

14.

*W.* The Q. to the adversary's K. Kt. square, giving check.
*B.* The K. to his second square.

15.

*W.* The K. B. to its third square.
*B.* The Q. B. takes it.

16.

*W.* The K. Kt. P. takes the Q. B.
*B.* The K. R. takes the K. Kt. P.

17.

*W.* The Q. P. one step.
*B.* The K. B. to the adversary's K. R. fourth square, checking by discovery.

18.

*W.* The K. to his second square.
*B.* The Q. to the adversary's K. Kt. second square, giving check.

19.

*W.* The K. to his Q. square.
*B.* The K. R. to the adversary's K. B. square, giving check.

16.

*W.* The Q. to the adversary's K. R. square.
*B.* The K. R. to its B. square.

17.

*W.* The Q. B. to the adversary's K. Kt. fourth square.
*B.* The Q. to her K. B. second square, &c.

*(Or d)* Suppose the White to play

10.

*W.* The K. to his Q. square.
*B.* The Q. takes the K. Kt.

11.

*W.* The Q. Kt. to its B. third square.
*B.* The same.

12.

*W.* The K. R. to its B. square.
*B.* The Q. B. to its K. B. fourth square.

13.

*W.* The Q. to the adversary's Q. fourth square.
*B.* The Q. Kt. to the adversary's Q. Kt. fourth square.

14.

*W.* The Q. takes the Q. Kt. P.
*B.* The Q. to the adversary's K. Kt. fourth square, giving check.

15.

*W.* The Q. is compelled to interpose at her K. B. third square.
*B.* The Q. B. takes the Q. B. P. and checks.

16.

*W.* The K. to his second square.
*B.* The K. R. takes the Q. &c.

*(Or e)* At the *tenth* move, if the White, instead of moving his King either to his *Bishop's* or *Queen's* square, should play

*W.* The K. to his second square.
*B.* The Q. takes the K. Kt.

11.

*W.* The K. R. P. one step (to prevent the check with the Q. B.)
*B.* The K. R. to the adversary's K. B. fourth square.

12.

*W.* The Q. to the adversary's Q. fourth square.
*B.* The Q. to her K. R. fourth square, giving check.

13.

*W.* The K. Kt. P. two steps.
*B.* The Q. B. takes the K. Kt. P. and checks.

14.

*W.* The K. R. P. takes the Q. B. *
*B.* The Q. takes the K. R. P. and checks.

15.

*W.* The K. to his B. square.
*B.* The K. B. to the adversary's K. R. fourth square, giving check by discovery.

*Or* *

14.

*W.* The K. to his B. square.
*B.* The Q. B. takes the K. R. P. and checks.

15.

*W.* The K. R. takes the Q. B.
*B.* The Q. to the adversary's Q. square, giving check.

16.

*W.* The K. to his Kt. second square.
*B.* The Q. to the adversary's K. Kt. square, giving check-mate.

16.

*W.* The Q. is compelled to interpose.
*B.* The Q. takes her, and checks.

17.

*W.* The K. to his Kt. square.
*B.* The Q. to the adversary's K. Kt. third square, giving check-mate.

## EIGHTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. to its Q. B. fourth square.
*B.* The Q. B. P. one step.

3.

*W.* The K. Kt. to its B. third square. *(a)*
*B.* The K. B. to its Q. third square.

4.

*W.* The Q. B. P. one step.
*B.* The K. B. to its Q. B. second square.

5.

*W.* The Q. P. two steps.
*B.* The K. P. takes it.

6.

*W.* The Q. B. P. takes the K. P.
*B.* The K. Kt. to its K. second square.

7.

*W.* The K. Kt. to the adversary's K. Kt. fourth square.
*B.* The Q. P. two steps.

*(a)* In the first Volume, the *attacking* player has been taught the method of taking advantage of those mistakes which are generally committed by his adversary: this game will show, that, when the player, *who has the move*, does not follow the regular system of attack, his adversary *may easily gain the move*, and acquire a more advantageous situation. If the White, instead of playing his King's Knight to its Bishop's third square, had played his Queen's Pawns two steps, he would have had a much better game.

8.

*W.* The K. P. takes the Q. P.
*B.* The Q. B. P. takes the K. P.

9.

*W.* The K. B. to its Q. third square.
*B.* The K. R. P. one step.

10.

*W.* The Q. to the adversary's K. R. fourth square.
*B.* The K. castles.

11.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

12.

*W.* The K. castles.
*B.* The Q. to her third square.

13.

*W.* The Q. Kt. to its B. third square.
*B.* The Q. R. P. one step.

14.

*W.* The Q. B. to its Q. second square.
*B.* The K. B. P. two steps.

15.

*W.* The Q. Kt. to its K. second square.
*B.* The K. Kt. P. two steps.

16.

*W.* The K. R. P. two steps.
*B.* The K. Kt. P. one step.

17.

*W.* The Q. B. to its K. B. fourth square.
*B.* The Q. to her K. Kt. third square.

18.

*W.* The Q. takes the Q.
*B.* The K. Kt. takes the Q.

19.

*W.* The Q. B. takes the K. B.
*B.* The K. Kt. P. takes the K. Kt.

20.

*W.* The K. Kt. P. takes the K. Kt. P.
*B.* The K. Kt. takes the K. R. P.

21.

*W.* The K. Kt. P. to its K. B. fourth square.
*B.* The K. Kt. to the adversary's K. B. third square, giving check.

22.

*W.* The K. to his Kt. second square.
*B.* The K. Kt. takes the Q. P.

23.

*W.* The Q. Kt. takes the K. Kt.
*B.* The Q. Kt. takes the Q. Kt.

24.

*W.* The K. R. to its square.
*B.* The K. to his R. second square.

25.

*W.* The K. R. to the adversary's K. R. fourth square.
*B.* The K. R. to its Kt. square, giving check.

26.

*W.* The K. to his R. square.
*B.* The K. R. to the adversary's K. Kt. fourth square.

27.

*W.* The Q. B. to the adversary's K. fourth square.
*B.* The K. to his Kt. third square.

28.

*W.* The K. R. to its third square.
*B.* The Q. Kt. to its B. third square.

29.

*W.* The K. B. P. one step.
*B.* The Q. Kt. takes the Q. B.

30.

*W.* The K. B. P. takes the K. R.
*B.* The Q. Kt. takes the K. B. P.

31.

*W.* The Q. R. to its K. B. square.
*B.* The Q. B. to its Q. second square.

32.

*W.* The K. R. to its Kt. third square.

*B.* The K. R. P. one step.

33.

*W.* The Q. R. to its K. square.

*B.* The K. to his B. third square.

34.

*W.* The K. to his Kt. square.

*B.* The Q. R. to its K. R. square.

35.

*W.* The Q. Kt. P. one step.

*B.* The Q. P. one step.

36.

*W.* The Q. R. to its Q. B. square.

*B.* The Q. B. to its third square.

37.

*W.* The Q. R. to the adversary's Q. B. fourth square.

*B.* The Q. B. to the adversary's K. fourth square.

38.

*W.* The K. B. takes the Q. B.

*B.* The K. B. P. takes the K. B.

39.

*W.* The K. R. to its third square.

*B.* The K. B. P. to the adversary's K. third square.

40.

*W.* The K. to his B. square. *(b)*

*B.* The Q. P. to the adversary's Q. third square.

41.

*W.* The K. R. takes the K. R. P.

*B.* The Q. Kt. to the adversary's K. R. second square, giving check.

42.

*W.* The K. to his square.

*B.* The Q. R. takes the K. R.

43.

*W.* The Q. R. takes the Q. R.

*B.* The Kt. to the adversary's K. B. third square, giving check.

44.

*W.* The K. to his *B.* or *Q.* square.

*B.* The P. to the adversary's K. second square, giving check.

45.

*W.* Loses the game in a few moves.

*(b)* 40th Move.—If the White (instead of moving his King) should take the King's Rook's Pawn with one of his Rooks, the Black would win the game by taking that Rook, and then playing his Pawn to the adversary's King's second square.

## NINTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. Kt. to its B. third square.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The same.

4.

*W.* The Q. P. one step.
*B.* The same.

5.

*W.* The K. Kt. to the adversary's K. Kt. fourth square.
*B.* The Q. to her K. B. third square.

6.

*W.* The K. B. takes the K. B. P. and checks.
*B.* The K. to his B. square.

7.

*W.* The Q. to her second square.
*B.* The K. R. P. one step.

8.

*W.* The K. B. takes the K. Kt.
*B.* The K. takes the K. B.

9.

*W.* The K. Kt. to its B. third square.
*B.* The Q. B. to the adversary's K. Kt. fourth square.

10.

*W.* The Q. to her square.
*B.* The Q. Kt. to the adversary's Q. fourth square.

11.

*W.* The Q. Kt. to its Q. second square.
*B.* The Q. R. to its K. B. square.

12.

*W.* The Q. B. P. one step.
*B.* The Q. Kt. takes the K. Kt. and checks.

13.

*W.* The Q. Kt. takes the Q. Kt.
*B.* The Q. B. takes the Q. Kt.

14.

*W.* The K. Kt. P. takes the Q. B.
*B.* The Q. takes the K. Kt. P.

15.

*W.* The Q. takes the Q.
*B.* The Q. R. takes the Q.

16.

*W.* The K. R. to its B. square.

*B.* The K. to his R. second square.

17.

*W.* The Q. B. to its Q. second square.

*B.* The K. R. to its B. square, &c. (a)

*(a)* The Black will win the game, as the White must lose a Pawn at least: the White's attack on the King's Bishop's Pawn was premature, and transferred the attack to his adversary.

## TENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The Q. Kt. to its B. third square.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. B. to its Q. B. fourth square.

4.

*W.* The same.
*B.* The K. Kt. to its B. third square.

5.

*W.* The K. B. P. takes the K. P.
*B.* The K. Kt. takes the K. P.

6.

*W.* The Q. P. two steps.
*B.* The Q. Kt. takes the Q. P.

7.

*W.* The K. Kt. takes the Q. Kt.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

8.

*W.* The K. Kt. P. one step. *(Or a)*
*B.* The K. Kt. takes the K. Kt. P.

*(Or a)*

8.

*W.* The K. to his second square.

*B.* The Q. to the adversary's K. B. second square, giving check.

9.

*W.* The K. to his Q. third square.

*B.* The Q. takes the K. Kt. and checks.

10.

*W.* The K. to his second square.

*B.* The Q. takes the K. B. and will easily win the game.

9.

*W.* The Q. to her K. B. third square. *(b)*

*B.* The K. Kt. takes the K. R. checking by discovery.

10.

*W.* The K. to his B. square.

*B.* The Q. P. two steps.

11.

*W.* The P. takes it.

*B.* The Q. B. to the adversary's K. R. third square, giving check.

12.

*W.* The K. to his Kt. square.

*B.* The Q. to the adversary's K. square, giving check.

13.

*W.* The K. B. interposes at its square.

*B.* The K. B. takes the K. Kt. and checks.

14.

*W.* The K. takes the K. Kt.

*B.* The Q. B. takes the K. B. and will win the game in a few moves.

*(b)* In this hopeless situation, if the White should play his King's Knight to his Bishop's third square, the Black ought to check with his Queen at the adversary's King's fourth square, and then take the King's Rook with his Knight, &c.

## ELEVENTH GAME.

*Defence against* CUNNINGHAM's *Gambit.*

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. B. to its K. second square.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. B. to the adversary's K. R. fourth square, giving check.

5.

*W.* The K. Kt. P. interposes. *(a)*
*B.* The Gambit's P. takes it.

6.

*W.* The K. castles.
*B.* The Gambit's P. takes the K. R. P. and checks.

7.

*W.* The K. to his R. square.
*B.* The Q. P. two steps.

8.

*W.* The K. B. takes it.
*B.* The K. Kt. to its third square.

*(a)* It would certainly be better play to move the King to his Bishop's square; but CUNNINGHAM directed the King's Knight's Pawn to be played, on the supposition that the White's attack on the King's Bishop's Pawn was irresistible.

9.

*W.* The K. B. takes the K. B. P. and checks.

*B.* The K. takes the B.

10.

*W.* The K. Kt. takes the K. B.

*B.* The K. R. to its B. square.

11.

*W.* The Q. P. two steps. *(a)*

*B.* The K. to his Kt. square.

12.

*W.* The Q. B. to the adversary's K. Kt. fourth square.

*B.* The K. Kt. takes the K. P.

13.

*W.* The Q. B. takes the Q.

*B.* The K. R. takes the K. R. and checks.

14.

*W.* The Q. takes the K. R.

*B.* The K. Kt. to the adversary's K. Kt. third square, giving check.

15.

*W.* The K. takes the P. at his R. second square.

*B.* The K. Kt. takes the Q. and checks.

16.

*W.* The K. to his Kt. square.

*B.* The K. Kt. to the adversary's K. third square, and has the best of the game.

*(a)* If the White should push his King's Pawn upon the King's Knight, the Black ought to check with his Queen at her fourth square: the White, to support his King's Pawn, will be compelled to interpose his King's Knight at its Bishop's third square, and the Black will then be at liberty to move his King's Knight.

## TWELFTH GAME.

*Another Method of defending* CUNNINGHAM'S *Gambit.*

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. B. to its K. second square.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. B. to the adversary's K. R. fourth square, giving check.

5.

*W.* The K. Kt. P. one step.
*B.* The Gambit's P. takes it.

6.

*W.* The K. castles.
*B.* The Gambit's P. takes the K. R. P. and checks.

7.

*W.* The K. to its R. square.
*B.* The Q. P. two steps.

8.

*W.* The K. B. takes it.
*B.* The K. Kt. to its B. third square.

9.

*W.* The K. B. to its Q. Kt. third square.
*B.* The K. Kt. takes the K. P.

10.

*W.* The Q. to her K. second square.
*B.* The same.

11.

*W.* The K. B. takes the K. B. P. and checks.
*B.* The K. to his B. square.

12.

*W.* The Q. takes the Gambit's P. at her K. R. second square.
*B.* The K. Kt. to the adversary's K. Kt. third square, giving check.

13.

*W.* The K. to his Kt. second square.
*B.* The K. Kt. takes the K. R.

14.

*W.* The Q. takes the K. B.
*B.* The Q. takes the Q.

15.

*W.* The K. Kt. takes the Q.
*B.* The K. takes the K. B.

16.

*W.* The K. takes the K. Kt.
*B.* The Q. B. to the adversary's K. R. third square, giving check.

17.

*W.* The K. to his B. second square.

*B.* The Q. Kt. to its B. third square, &c.

The Black will win the game, having the advantage of *a Rook and a Pawn* for *a Knight*; with a very good situation.

## THIRTEENTH GAME.

*Defence against the King's Gambit.*

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. Kt. to the adversary's K. fourth square.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

6.

*W.* The K. to his B. square.
*B.* The Gambit's P. one step, to the adversary's K. B. third square.

7.

*W.* The K. Kt. takes the K. B. P.
*B.* The Gambit's P. takes the K. Kt. P. and checks.

8.

*W.* The K. takes the Gambit's P.

*B.* The Q. Kt. to its B. third square.

9.

*W.* The K. Kt. takes the K. R.

*B.* The Q. to the adversary's K. R. third square, giving check.

10.

*W.* The K. to his B. second square.

*B.* The K. B. to its Q. B. fourth square, giving check.

11.

*W.* The K. to his square.

*B.* The Q. to the adversary's K. R. fourth square, giving check.

12.

*W.* The K. to his second square.

*B.* The Q. to the adversary's K. B. second square, giving check.

13.

*W.* The K. to his Q. third square.

*B.* The Q. to the adversary's Q. fourth square, giving check.

14.

*W.* The K. to his second square.

*B.* The Q. takes the K. P. and checks.

15.

*W.* The K. to his B. square.

*B.* The Q. takes the K. R. and checks.

16.

*W.* The K. to his second square.

*B.* The Q. to the adversary's K. B. third square, giving check.

17.

*W.* The K. to his square.

*B.* The Q. to the adversary's K. B. second square, giving check-mate.

## FOURTEENTH GAME.

*Another Method of defending the King's Gambit.*

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. R. P. two steps.
*B.* The K. B. to its K. second square.

4.

*W.* The K. Kt. to its B. third square.
*B.* The Q. P. one step.

5.

*W.* The Q. P. two steps.
*B.* The Q. B. to the adversary's K. Kt. fourth square.

6.

*W.* The Q. B. takes the Gambit's P.
*B.* The K. B. takes the K. R. P. and checks.

7.

*W.* The K. Kt. P. one step. *(or a)*
*B.* The K. B. to its K. Kt. fourth square.

8.

*W.* The Q. B. takes the K. B.
*B.* The Q. B. takes the K. Kt.

(*Or a*)

7.

*W.* The K. R. takes the K. B.
*B.* The Q. B. takes the K. Kt.

8.

*W.* The Q. takes the Q. B.
*B.* The Q. takes the K. R. and must win the game.

9.

*W.* The Q. B. takes the Q.

*B.* The Q. B. takes the Q.

10.

*W.* The K. takes the Q. B.

*B.* The K. takes the Q. B. &c. The Black having totally destroyed the attack of the White, and having *seven* Pawns to *six*, with a very good situation, ought unquestionably to win the game.

## FIFTEENTH GAME.

*Another Method of defending the King's Gambit.*

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. B. to its Kt. second square.

5.

*W.* The K. R. P. two steps.
*B.* The K. R. P. one step.

6.

*W.* The K. R. P. takes the K. Kt. P.
*B.* The K. R. P. takes the K. R. P.

7.

*W.* The K. R. takes the K. R.
*B.* The K. B. takes the K. R.

8.

*W.* The Q. P. two steps. *(or a)*
*B.* The Q. P. one step.

*(Or a)*

8.

*W.* The K. Kt. to its R. second square.
*B.* The Q. to her K. second square.

9.

*W.* The Q. P. one step.
*B.* The Q. B. P. one step.

10.

*W.* The Q. to the adversary's K. R. fourth square.
*B.* The K. B. to its Kt. second square.

11.

*W.* The K. Kt. to its B. third square.
*B.* The K. B. to its R. third square, and the Black has a very good game.

9.

*W.* The K. Kt. to the adversary's K. fourth square.

*B.* The Q. P. takes it.

10.

*W.* The Q. to the adversary's K. R. fourth square.

*B.* The Q. to her K. B. third square.

11.

*W.* The Q. P. takes the Q. P.

*B.* The Q. to her K. Kt. second square.

12.

*W.* The Q. P. to the adversary's K. third square.

*B.* The K. Kt. to its B. third square.

13.

*W.* The Q. P. takes the K. B. P. and checks.

*B.* The K. to his B. square.

14.

*W.* The Q. to her K. B. third square.

*B.* The Q. Kt. to its B. third square.

15.

*W.* The Q. to her R. third square, giving check.

*B.* The Q. Kt. interposes at its K. second square.

16.

*W.* The Q. B. to its Q. second square.

*B.* The K. Kt. takes the K. P.

17.

*W.* The Q. B. to its Kt. fourth square.

*B.* The Q. to her K. fourth square, and the Black will easily win the game.

## SIXTEENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. B. to its Kt. second square. (a)

5.

*W.* The K. R. P. two steps.
*B.* The K. R. P. one step.

6.

*W.* The Q. P. two steps.
*B.* The Q. P. one step.

7.

*W.* The Q. B. P. one step.
*B.* The same.

8.

*W.* The Q. to her K. second square.
*B.* The same.

*(a)* It is difficult to decide whether this move be better than playing the King's Knight's Pawn to the adversary's King's Knight's fourth square. The well-known and justly-celebrated Italian players, Lionardo, Salvio, and Carrera, preferred the *latter* move; but Philidor, Cozio, and the *anonymous Modenese*, recommended the *former*. The author of this treatise acknowledges that his opinion coincides with that of Lionardo and Salvio.

9.

*W.* The K. Kt. P. one step.

*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

10.

*W.* The K. Kt. to its square, or to its R. second square.

*B.* The Gambit's P. to the adversary's K. B. third square, &c.

It is obvious that the Black has a remarkably fine game; he has a Pawn more than his adversary, and a much better situation. This is the consequence of his having played his Queen to her King's second square; instead of this move, *Philidor* directs the Black to play his Queen's Bishop to the adversary's King's Knight's fourth square, which appears to be an exceptionable move, as it enables the White to play his King's Knight's Pawn, and disunite his adversary's Pawns, the Black not being able to move his King's Knight's Pawn, *in consequence of the situation of his Queen's Bishop.*

## SEVENTEENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. Kt. to the adversary's K. fourth square. *(a)*
*B.* The Q. to the adversary's K. R. fourth square, giving check.

6.

*W.* The K. to his B. square.
*B.* The K. Kt. to its R. third square.

7.

*W.* The Q. P. two steps.
*B.* The Q. P. one step.

8.

*W.* The K. Kt. to its Q. third square.
*B.* The Gambit's P. to the adversary's K. B. third square.

*(a)* With an inferior player the White may castle, and sacrifice his King's Knight. The game then becomes extremely critical, but against a skilful opponent the White's attack is certainly premature.

9.

*W.* The K. Kt. P. takes it. *(a)*

*B.* The K. Kt. P. takes the K. Kt. P.

10.

*W.* The Q. takes the K. Kt. P.

*B.* The Q. B. to the adversary's K. R. third square, giving check, and wins the Q.; because the White can move his King only to his *second square*, or to his *Knight*'s square; if he move to the *former*, the Queen's Bishop played to the adversary's K. Kt. fourth square, wins the Queen; and if he move to the *latter*, the King's Rook, by checking at its Knight's square, will compel the White Queen to interpose, &c.

*(Or a)*

9.

*W.* The K. Kt. P. one step.
*B.* The Q. to her K. second square.

10.

*W.* The K. to his B. second square.
*B.* The K. B. to his Kt. second square.

11.

*W.* The Q. B. P. one step.
*B.* The Q. Kt. to its B. third square.

12.

*W.* The Q. B. to its K. B. fourth square.
*B.* The Q. B. to its Q. second square.

13.

*W.* The Q. to her second square.
*B.* The K. Kt. to its square

14.

*W.* The K. R. to its K. square.
*B.* The Q. Kt. to its R. fourth square.

15.

*W.* The Q. Kt. to its R. third square.
*B.* The Q. Kt. takes the K. B.

16.

*W.* The Q. Kt. takes the Q. Kt.
*B.* The K. castles with his Q. R.

17.

*W.* The Q. R. P. two steps.
*B.* The K. R. P. two steps.

18.

*W.* The Q. Kt. P. two steps.
*B.* The K. R. P. one step.

19.

*W.* The K. R. to its square.
*B.* The K. Kt. to its B. third square.

20.

*W.* Can not retrieve his game.

## EIGHTEENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. B. takes the K. B. P. and checks.
*B.* The K. takes the K. B.

6.

*W.* The K. Kt. to the adversary's K. fourth square, giving check.
*B.* The K. to his square.

7.

*W.* The Q. takes the K. Kt. P.
*B.* The Q. to her K. B. third square.

8.

*W.* The Q. to the adversary's K. R. fourth square, giving check.
*B.* The K. to his second square.

9.

*W.* The K. Kt. to the adversary's K. B. second square.

*B.* The Q. takes the K. Kt.

10.

*W.* The Q. to the adversary's K. fourth square, giving check.

*B.* The Q. interposes at her K. third square.

11.

*W.* The Q. takes the K. R.

*B.* The K. Kt. to its B. third square.

12.

*W.* The Q. P. one step.

*B.* The Q. Kt. to its B. third square, &c.

The Black has much the best of the game; it will be difficult for the White to prevent the Black from moving his King to his second square, and then his King's Bishop to his Knight's second square, &c.

## NINETEENTH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. Kt. to the adversary's K. fourth square.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

6.

*W.* The K. to his B. square.
*B.* The K. Kt. to its B. third square.

7.

*W.* The K. Kt. takes the K. B. P. *(a)*
*B.* The Q. P. two steps.

8.

*W.* The K. Kt. takes the K. R.
*B.* The Q. B. takes the K. B.

Q

(Or a)

7.

*W.* The K. B. takes the K. B. P. and checks.
*B.* The K. to his Q. square.

8.

*W.* The K. B. to its Q. Kt. third square.
*B.* The K. Kt. to its R. fourth square.

9.

*W.* The K. Kt. to the adversary's K. B. second square, giving check.
*B.* The K. to his square.

10.

*W.* The K. Kt. takes the K. R.
*B.* The K. Kt. to the adversary's K. Kt. third square, giving check.

11.

*W.* The K. to his Kt. square. (If he take the K. Kt. he will equally lose his Q.)
*B.* The K. B. to its Q. B. fourth square, giving check.

12.

*W.* The Q. P. two steps.
*B.* The K. B. takes the Q. P. and checks.

13.

*W.* The Q. takes the K. B.
*B.* The K. Kt. to the adversary's K. second square, giving check, and wins the Q. &c.

9.

*W.* The Q. to her K. second square.

*B.* The Q. B. to its K. third square.

10.

*W.* The Q. P. one step.

*B.* The K. Kt. to its R. fourth square.

11.

*W.* The Q. to her K. B. second square.

*B.* The Q. takes the Q. and checks.

12.

*W.* The K. takes the Q.

*B.* The K. B. to its Kt. second square, and will win the game.

## TWENTIETH GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. Kt. to its B. third square.
*B.* The K. Kt. P. two steps.

4.

*W.* The K. B. to its Q. B. fourth square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. Kt. to the adversary's K. fourth square.
*B.* The K. Kt. to its R. third square.

6.

*W.* The K. Kt. takes the K. Kt. P.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

7.

*W.* The K. Kt. interposes at its B. second square.
*B.* The Q. P. two steps.

8.

If the White take it with his K. B. the Black wins the Q. by playing his Q. B. to the adversary's K. Kt. fourth square; and if,

instead of taking the Q. P. with the K. B. the White should take it with the K. P. the Black will play,

The Gambit's P. to the adversary's K. B. third square.

9.

*W.* Is compelled to remove or support his K. B.; the Black then takes the K. Kt. P. with his Gambit's P. and has obviously the best of the game. *(a)*

*(a)* If the White retire his Bishop to its Queen's Knight's third square, the Black must take the King's Knight's Pawn with his Gambit's Pawn, and then the King's Rook's Pawn with his Queen: but if the White, instead of retiring his Bishop to its Queen's Knight's third square, were to move it to its own square, the Black must check with his Queen on her King's second square, &c.

9.

*W.* The K. Kt. P. takes it. *(a)*

*B.* The K. Kt. P. takes the K. Kt. P.

10.

*W.* The Q. takes the K. Kt. P.

*B.* The Q. B. to the adversary's K. R. third square, giving check, and wins the Q.; because the White can move his King only to his *second square*, or to his *Knight*'s square; if he move to the *former*, the Queen's Bishop played to the adversary's K. Kt. fourth square, wins the Queen; and if he move to the *latter*, the King's Rook, by checking at its Knight's square, will compel the White Queen to interpose, &c.

*(Or a)*

9.

*W.* The K. Kt. P. one step.
*B.* The Q. to her K. second square.

10.

*W.* The K. to his B. second square.
*B.* The K. B. to his Kt. second square.

11.

*W.* The Q. B. P. one step.
*B.* The Q. Kt. to its B. third square.

12.

*W.* The Q. B. to its K. B. fourth square.
*B.* The Q. B. to its Q. second square.

13.

*W.* The Q. to her second square.
*B.* The K. Kt. to its square

14.

*W.* The K. R. to its K. square.
*B.* The Q. Kt. to its R. fourth square.

15.

*W.* The Q. Kt. to its R. third square.
*B.* The Q. Kt. takes the K. B.

16.

*W.* The Q. Kt. takes the Q. Kt.
*B.* The K. castles with his Q. R.

17.

*W.* The Q. R. P. two steps.
*B.* The K. R. P. two steps.

18.

*W.* The Q. Kt. P. two steps.
*B.* The K. R. P. one step.

19.

*W.* The K. R. to its square.
*B.* The K. Kt. to its B. third square.

20.

*W.* Can not retrieve his game.

9.

*W.* The Q. to the adversary's K. B. fourth square.

*B.* The K. Kt. to its B. third square.

10.

*W.* The Q. takes the Gambit's P.

*B.* The Q. P. two steps; and has a very good game. *(b)*

*(b)* The White has no attack; his pieces are confined, and he can not move even his Queen's Pawn: his best move is to play his King's Bishop to its King's second square.

## TWENTY-SECOND GAME.

1.

*W.* The K. P. two steps.

*B.* The same.

2.

*W.* The K. B. P. two steps.

*B.* The K. P. takes it.

3.

*W.* The K. B. to its Q. B. fourth square.

*B.* The K. B. P. two steps.

4.

*W.* The K. P. takes it. *(or a)*

*B.* The Q. to the adversary's K. R. fourth square, giving check.

5.

*W.* The K. to his B. square.

*B.* The Gambit's P. one step; to the adversary's K. B. third square.

6.

*W.* The K. B. takes the K. Kt.

*B.* The Gambit's P. takes the K. Kt. P. and checks.

7.

*W.* The K. takes the Gambit's P.

*B.* The K. R. takes the K. B. and has a much superior game.

*(Or a)*

4.

*W.* The K. B. takes the K. Kt.

*B.* The Q. to the adversary's Q. R. fourth square, giving check.

5.

*W.* The K. to his B. square.

*B.* The K. R. takes the K. B.

6.

*W.* The K. Kt. to its B. third square.

*B.* The Q. to her K. B. third square, &c.

## TWENTY-THIRD GAME.

1.

*W.* The K. P. two steps.
*B.* The same.

2.

*W.* The K. B. P. two steps.
*B.* The K. P. takes it.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

4.

*W.* The K. to his B. square.
*B.* The Q. P. one step.

5.

*W.* The Q. P. two steps.
*B.* The K. Kt. P. two steps.

6.

*W.* The K. Kt. to its B. third square.
*B.* The Q. to her K. R. fourth square.

7.

*W.* The K. R. P. two steps.
*B.* The K. B. to its R. third square.

8.

*W.* The K. to his Kt. square.
*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

9.

*W.* The K. Kt. to its K. square.

*B.* The K. Kt. to its K. second square.

10.

*W.* The Q. Kt. to its B. third square.

*B.* The K. R. to its K. Kt. square.

11.

*W.* The Q. Kt. to its K. second square.

*B.* The Gambit's P. one step.

12.

*W.* The Q. Kt. to its K. Kt. third square.

*B.* The Q. to its K. Kt. third square.

13.

*W.* The Q. B. takes the K. B.

*B.* The Q. takes the Q. B.

14.

*W.* The K. Kt. P. takes the Gambit's P.

*B.* The Q. to the adversary's K. third square, giving check.

15.

*W.* The K. to his Kt. second square.

*B.* The K. Kt. to its third square, &c.

The Black has the attack, and a good game.

## TWENTY-FOURTH GAME.

1.

*W.* The K. P. two steps,
*B.* The same.

2.

*W.* The K. B. P. two steps,
*B.* The K. P. takes it.

3.

*W.* The K. B. to its Q. B. fourth square.
*B.* The Q. to the adversary's K. R. fourth square, giving check.

4.

*W.* The K. to his B. square,
*B.* The Q. P. one step.

5.

*W.* The Q. P. two steps.
*B.* The K. Kt. P. two steps.

6.

*W.* The K. Kt. to its B. third square.
*B.* The Q. to her K. R. fourth square.

7.

*W.* The K. R. P. two steps.
*B.* The K. B. to its R. third square,

8.

*W.* The K. to his Kt. square,
*B.* The K. Kt. P. one step,

9.

*W.* The K. Kt. to its K. square.

*B.* The K. Kt. to its K. second square.

10.

*W.* The Q. Kt. to its B. third square.

*B.* The K. R. to its K. Kt. square.

11.

*W.* The Q. Kt. to its K. second square.

*B.* The Gambit's P. one step.

12.

*W.* The Q. Kt. to its K. Kt. third square.

*B.* The Q. to her K. Kt. third square.

13.

*W.* The K. R. P. one step.

*B.* The Q. to her K. B. third square.

14.

*W.* The K. Kt. P. takes the Gambit's P.

*B.* The K. Kt. P. takes the K. Kt. P.

15.

*W.* The K. to his B. second square.

*B.* The K. B. takes the Q. B.

16.

*W.* The Q. R. takes the K. B.

*B.* The Q. B. to the adversary's K. Kt. fourth square.

17.

*W.* The Q. B. P. one step.

*B.* The Q. to the adversary's K. B. fourth square,

18.

*W.* The K. Kt. takes the P. at its B. third square.

*B.* The Q. B. to its K. third square.

19.

*W.* The Q. Kt. to its K. second square.

*B.* The Q. takes the K. P. &c. *(a)*

*(a)* The Black has a Pawn more than his adversary, and a better game.

## TWENTY-FIFTH GAME.

*Defence of the Queen's Gambit.*

1.

*W.* The Q. P. two steps.
*B.* The same.

2.

*W.* The Q. B. P. two steps.
*B.* The Q. P. takes it.

3.

*W.* The K. P. two steps.
*B.* The same.

4.

*W.* The Q. P. takes it. *(Or a)*
*B.* The Q. takes the Q.

5.

*W.* The K. takes the Q.
*B.* The Q. B. to its K. third square.

6.

*W.* The Q. Kt. to its Q. second square.
*B.* The Q. Kt. P. two steps.

7.

*W.* The Q. R. P. two steps.
*B.* The Q. B. P. one step.

8.

*W.* The Q. R. P. takes the Q. Kt. P.
*B.* The Q. B. P. takes the Q. R. P.

*(Or a)*

4.

*W.* The Q. P. one step.
*B.* The K. B. P. two steps.

5.

*W.* The Q. Kt. to its B. third square.
*B.* The K. Kt. to its B. third square.

6.

*W.* The K. B. P. one step.
*B.* The K. B. to its Q. B. fourth square.

7.

*W.* The Q. B. to the adversary's K. Kt. fourth square.
*B.* The K. castles; &c.

The game is perfectly equal.

## TWENTY-SEVENTH GAME.

1.

*W.* The Q. P. two steps.
*B.* The same.

2.

*W.* The Q. B. P. two steps.
*B.* The Q. P. takes it.

3.

*W.* The K. P. one step.
*B.* The same.

4.

*W.* The K. B. takes the Gambit's P.
*B.* The K. B. to its Q. third square.

5.

*W.* The K. P. one step.
*B.* The Q. B. P. one step.

6.

*W.* The K. P. one step.
*B.* The K. B. to its Q. B. second square.

7.

*W.* The Q. R. P. two steps.
*B.* The K. Kt. to its K. second square.

8.

*W.* The same.
*B.* The K. castles.

9.

*W.* The Q. Kt. to its B. third square.

*B.* The Q. Kt. to its Q. second square.

10.

*W.* The K. castles.

*B.* The Q. Kt. to its third square.

11.

*W.* The K. B. to its Q. R. second square.

*B.* The Q. Kt. to its Q. fourth square; &c.

The Black has a good game.

# METHOD

OF

# GIVING CHECK-MATE

*WITH A ROOK.*

---

SITUATION.

*B.* The K. at the adversary's Q. third square.
*W.* The K. at the adversary's K. R. square.
The Q. R. at its Q. Kt. square.

1.

*W.* The R. to its Q. Kt. fourth square.
*B.* The K. to the adversary's Q. B. third square.

2.

*W.* The R. to its K. Kt. fourth square.
*B.* The K. to the adversary's Q. third square.

3.

*W.* The K. to the adversary's K. Kt. second square.
*B.* The K. to the adversary's K. third square.

4.

*W.* The K. to the adversary's K. Kt. or K. B. third square.

*B.* The K. to the adversary's K. B. third square.

5.

*W.* The K. to the adversary's K. B. fourth square.

*B.* The K. to the adversary's K. third square.

6.

*W.* The R. to its K. B. fourth square.

*B.* The K. to the adversary's Q. third square.

7.

*W.* The R. to its K. fourth square.

*B.* The K. to the adversary's Q. B. third square.

8.

*W.* The K. to the adversary's K. fourth square.

*B.* The K. to the adversary's Q. third square.

9.

*W.* The K. to the adversary's Q. fourth square.

*B.* The K. to the adversary's Q. B. third square.

10.

*W.* The R. to its Q. fourth square.

*B.* The K. to the adversary's Q. Kt. third square.

11.

*W.* The R. to its Q. B. fourth square.

*B.* The K. to the adversary's Q. R. third square.

12.

*W.* The K. to his Q. fourth square.
*B.* The K. to the adversary's Q. Kt. third square.

13.

*W.* The K. to his Q. third square.
*B.* The K. to the adversary's Q. Kt. second square.

14.

*W.* The K. to his Q. second square.
*B.* The K. to the adversary's Q. Kt. third square.

15.

*W.* The R. to its K. fourth square.
*B.* The K. to the adversary's Q. R. third square.

16.

*W.* The K. to his Q. B. second square.
*B.* The K. to the adversary's Q. R. second square.

17.

*W.* The R. to its fourth square, giving checkmate.

## *Method of giving Check-mate with a Rook, on a particular Square.*

### SECOND SITUATION.

*B.* The K. at the adversary's K. square.
*W.* The K. at his B. third square.
The K. R. at its second square.

The Black King must be check-mated on his own square.

1.

*W.* The R. to its K. B. second square.
*B.* The K. to the adversary's Q. square.

2.

*W.* The R. to its K. second square.
*B.* The K. to the adversary's Q. B. square.

3.

*W.* The K. to his third square.
*B.* The K. to the adversary's Q. square.

4.

*W.* The K. to his Q. third square.
*B.* The K. to the adversary's Q. B. square.

5.

*W.* The R. to its Q. second square.
*B.* The K. to the adversary's Q. Kt. square.

6.

*W.* The R. to its Q. B. second square.
*B.* The K. to the adversary's Q. R. square.

7.

*W.* The K. to his Q. second square.
*B.* The K. to the adversary's Q. Kt. square.

8.

*W.* The K. to his Q. B. third square.
*B.* The K. to the adversary's Q. R. square.

9.

*W.* The R. to its Q. B. square, giving check.
*B.* The K. to the adversary's Q. R. second square.

10.

*W.* The R. to its Q. square.
*B.* The K. to the adversary's Q. R. third square.

11.

*W.* The R. to its Q. Kt. square.
*B.* The K. to the adversary's Q. R. second square.

12.

*W.* The K. to his Q. B. second square.
*B.* The K. to the adversary's Q. R. third square.

13.

*W.* The R. to its Q. Kt. second square.
*B.* The K. to the adversary's Q. R. fourth square.

14.

*W.* The R. to its Q. Kt. third square.
*B.* The K. to his Q. R. fourth square.

15.

*W.* The K. to his Q. B. third square.
*B.* The K. to the adversary's Q. R. fourth square.

16.

*W.* The K. to his Q. B. fourth square.
*B.* The K. to his Q. R. fourth square.

17.

*W.* The R. to its Q. Kt. fourth square.
*B.* The K. to his Q. R. third square.

18.

*W.* The R. to the adversary's Q. Kt. fourth square.
*B.* The K. to his Q. R. second square.

19.

*W.* The K. to the adversary's Q. B. fourth square.
*B.* The K. to his Q. R. third square.

20.

*W.* The K. to the adversary's Q. B. third square.
*B.* The K. to his Q. R. second square.

21.

*W.* The R. to the adversary's Q. R. fourth square, giving check.
*B.* The K. to his Q. Kt. square.

22.

*W.* The R. to its Q. R. fourth square.
*B.* The K. to his Q. B. square.

23.

*W.* The R. to its Q. Kt. fourth square.
*B.* The K. to his Q. square.

24.

*W.* The K. to the adversary's Q. third square.

*B.* The K. to his Q. B. square. *(a)*

25.

*W.* The R. to the adversary's Q. Kt. fourth square.

*B.* The K. to his Q. square.

26.

*W.* The R. to the adversary's Q. B. fourth square.

*B.* The K. to his own square.

27.

*W.* The K. to the adversary's K. third square.

*B.* The K. to his B. square.

28.

*W.* The R. to the adversary's K. Kt. fourth square.

*B.* The K. to his own square.

29.

*W.* The R. to the adversary's K. Kt. square, giving check-mate.

*(Or a)*

*W.* . . . . . 24.

*B.* The K. to his square.

25.

*W.* The K. to the adversary's K. third square.

*B.* The K. to his Q. square.

26.

*W.* The R. to its Q. B. fourth square.

*B.* The K. to his own square.

27.

*W.* The R. gives check-mate.

### THIRD SITUATION.

*B.* The K. at his R. fourth square.
*W.* The K. at the adversary's K. B. third square.
The Q. R. at the adversary's Q. B. second square.

In similar situations, an unskilful player is frequently puzzled how to give check-mate; it is however very easily effected in the following manner:

1.

*W.* The R. to its Q. B. fourth square.
*B.* The K. is compelled to go to his R. third square.

2.

*W.* The R. to its K. R. fourth square, giving check-mate.

## *Method of giving Check-mate with both Bishops.*

SITUATION OF THE PIECES.

*B.* The K. at the adversary's K. fourth square.
*W.* The K. at the adversary's Q. B. fourth square.
The K. B. at its Q. Kt. third square.
The Q. B. at the adversary's Q. Kt. square.

1.

*W.* The K. B. to the adversary's Q. fourth square, giving check.
*B.* The K. to the adversary's K. third square.

2.

*W.* The Q. B. to the adversary's K. fourth square.
*B.* The K. to the adversary's Q. third square.

3.

*W.* The Q. B. to its Q. fourth square.
*B.* The K. to the adversary's Q. B. second square.

4.

*W.* The K. to his Q. B. fourth square.
*B.* The K. to the adversary's Q. second square.

5.

*W.* The K. B. to its third square.
*B.* The K. to the adversary's K. square.

6.

*W.* The K. to his Q. third square.
*B.* The K. to the adversary's K. B. square.

7.

*W.* The Q. B. to its K. third square.
*B.* The K. to the adversary's K. square.

8.

*W.* The K. B. to its K. Kt. second square.
*B.* The K. to the adversary's Q. square.

9.

*W.* The Q. B. to its K. B. second square.
*B.* The K. to the adversary's Q. B. square.

10.

*W.* The K. to his Q. B. third square.
*B.* The K. to the adversary's Q. square.

11.

*W.* The K. B. to its third square, giving check.
*B.* The K. to the adversary's Q. B. square.

12.

*W.* The Q. B. to its K. third square, giving check.
*B.* The K. to the adversary's Q. Kt. square.

13.

*W.* The K. to his Q. Kt. third square.
*B.* The K. to the adversary's Q. R. square.

14.

*W.* The K. to his Q. R. third square. *(or a)*
*B.* The K. to the adversary's Q. Kt. square.

*(Or a)*

14.

*W.* The Q. B. to its K. B. fourth square.
*B.* The K. to the adversary's Q. Kt. square.

15.

*W.* The K. B. to its K. fourth square, giving check.
*B.* The K. to the adversary's Q. R. square.

16.

*W.* The Q. B. to the adversary's K. fourth square, giving check-mate.

15.

*W.* The K. B. to its K. fourth square, giving check.

*B.* The K. to the adversary's Q. R. square.

16.

*W.* The Q. B. to the Q. fourth square, giving check-mate.

## *Method of giving Check-mate with a Knight and Bishop.*

SITUATION OF THE PIECES.

*B.* The K. at his Q. R. square.
*W.* The K. at the adversary's Q. B. third square.
The Q. B. at its square.
The Q. Kt. at the adversary's Q. fourth square.

1.

*W.* The Q. B. to the K. B. fourth square.
*B.* The K. to his Q. R. second square.

2.

*W.* The Kt. to the adversary's Q. Kt. third square.
*B.* The K. to his Q. R. third square.

3.

*W.* The B. to the adversary's Q. Kt. square.
*B.* The K. to his Q. R. fourth square.

4.

*W.* The Kt. to the adversary's Q. fourth square.
*B.* The K. to his R. third square. *(or a)*

5.

*W.* The Kt. to its fourth square, giving check.
*B.* The K. to his Q. R. fourth square.

6.

*W.* The K. to the adversary's Q. B. fourth square.
*B.* The K. to the adversary's Q. R. fourth square.

*(Or a)*

*W.* . . . . . 4.

*B.* The K. to the adversary's Q. R. fourth square.

5.

*W.* The B. to the adversary's K. fourth square.

*B.* The K. to the adversary's Q. Kt. third square.

6.

*W.* The Kt. to its K. third square.

*B.* The K. to the adversary's Q. Kt. fourth square.

7.

*W.* The K. to his Q. B. fourth square.
*B.* The K. to his Q. R. fourth square.

8.

*W.* The B. to the adversary's Q. B. second square, giving check.
*B.* The K. to the adversary's Q. R. fourth square.

9.

*W.* The B. to the adversary's Q. Kt. third square.
*B.* The K. to the adversary's Q. R. third square.

10.

*W.* The Kt. to its Q. third square.
*B.* The K. to the adversary's Q. R. fourth square.

11.

*W.* The Kt. to its second square, giving check.
*B.* The K. to the adversary's Q. R. third square.

12.

*W.* The K. to his Q. B. third square.
*B.* The K. to the adversary's Q. R. second square.

13.

*W.* The K. to his Q. B. second square.
*B.* The K. to the adversary's Q. R. third square.

14.

*W.* The B. to the adversary's Q. B. fourth square, giving check.
*B.* The K. to the adversary's Q. R. second square.

7.

*W.* The K. to the adversary's Q. Kt. third square.
*B.* The K. to the adversary's Q. R. fourth square.

8.

*W.* The Q. B. to its third square.
*B.* The K. to the adversary's Q. Kt. third square.

9.

*W.* The Q. B. to its Q. second square.
*B.* The K. to the adversary's Q. R. fourth square.

10.

*W.* The K. to the adversary's Q. B. fourth square.
*B.* The K. to the adversary's Q. Kt. third square.

11.

*W.* The K. to the adversary's Q. Kt. fourth square.
*B.* The K. to the adversary's Q. R. third square.

12.

*W.* The Kt. to its B. second square, giving check.
*B.* The K. to the adversary's Q. Kt. second square.

13.

*W.* The Kt. to its Q. fourth square.
*B.* The K. to the adversary's Q. R. third square.

14.

*W.* The B. to its square, giving check.
*B.* The K. to the adversary's Q. R. second square.

15.

*W.* The K. to his Q. Kt. fourth square.
*B.* The K. to the adversary's Q. Kt. square.

16.

*W.* The B. to its R. third square.
*B.* The K. to the adversary's Q. R. second square.

15.

*W.* The B. to its Q. Kt. fourth square.

*B.* The K. to the adversary's Q. R. square.

16.

*W.* The Kt. to its Q. third square.

*B.* The K. to the adversary's Q. R. second square.

17.

*W.* The Kt. to its B. square, giving check.

*B.* The K. to the adversary's Q. R. square.

18.

*W.* The B. to its third square, giving check-mate.

17.

*W.* The Kt. to its K. second square.
*B.* The K. to the adversary's Q. Kt. square. *(or b)*

18.

*W.* The K. to his Q. Kt. third square.
*B.* The K. to the adversary's Q. R. square.

19.

*W.* The B. to its Kt. second square, giving check.
*B.* The K. to the adversary's Q. Kt. square.

20.

*W.* The Kt. to its B. third square, giving check-mate.

*(Or b)*

17.

*B.* The K. to the adversary's Q. R. square

18.

*W.* The K. to his Q. Kt. third square.
*B.* The K. to the adversary's Q. Kt. square.

19.

*W.* The Kt. to its B. third square, giving check.
*B.* The K. to the adversary's Q. R. square.

20.

*W.* The B. to its Kt. second square, giving check-mate.

## *Method of drawing a Game with a* Knight *against a* Rook.

POSITION OF THE PIECES.

*B.* The K. at the adversary's K. third square.
The K. R. at the adversary's Q. R. square.
*W.* The K. at his own square.
The Q. Kt. at the Q. B. square.

1.

*W.* The K. to his Q. square.
*B.* The R. to the adversary's Q. Kt. square.

2.

*W.* The K. to his Q. B. second square.
*B.* The R. to its Q. Kt. fourth square.

3.

*W.* The K. to his Q. square.
*B.* The R. to the adversary's Q. Kt. second square.

4.

*W.* The K. to his own square.
*B.* The R. to the adversary's Q. second square.

5.

*W.* The Kt. to its third square.
*B.* The R. to the adversary's Q. Kt. second square. *(or a)*

## *(Or a)* BACK-GAME.

*From the* fifth *move of the Black.*

*W.* . . . . . 5.
*B.* The R. to the adversary's Q. B. second square.

6.
*W.* The K. to his Q. square.
*B.* The K. to the adversary's Q. third square.

7.
*W.* The Kt. to its Q. B. square, giving check. *(b)*
*B.* The K. to the adversary's Q. B. third square.

8.
*W.* The Kt. to its K. second square, giving check; and will easily make a drawn game.

*(b)* If the White, instead of playing this move, were to play the Knight to its Queen's Rook's square, the Black would win; ex.:

7.
*W.* The Kt. to its Q. R. square.
*B.* The R. to the adversary's Q. Kt. second square.

8.
*W.* The K. to his Q. B. square.
*B.* The K. to the adversary's Q. B. third square.

9.
*W.* Can not play his Kt. without putting it *en prise*, and if he play his K. to his Q. square, the Black checks at the adversary's Q. Kt. square, and wins the Kt.

N. B. It is to be observed, that when the Knight is distant from its King, the Rook generally wins the game.

6.

*W.* The Kt. to its Q. B. square.

*B.* The R. to the adversary's K. B. second square.

7.

*W.* The K. to his Q. square.

*B.* The R. to the adversary's K. R. second square.

8.

*W.* The Kt. to its third square.

*B.* The K. to the adversary's Q. third square.

9.

*W.* The Kt. to its Q. B. square, giving check.

*B.* The K. to the adversary's Q. B. third square.

10.

*W.* The Kt. to its K. second square, giving check.

*B.* The K. to the adversary's Q. Kt. second square.

11.

*W.* The K. to his own square.

*B.* The K. to the adversary's Q. B. second square.

12.

*W.* The K. to his B. square.

*B.* The K. to the adversary's Q. second square.

13.

*W.* The Kt. to its K. Kt. square.

*B.* The K. to the adversary's Q. square.

14.

*W.* The Kt. to its K. B. third square.

*B.* The R. to the adversary's K. R. square, giving check.

15.

*W.* The Kt. interposes at its K. Kt. square.

*B.* The R. to its K. R. fourth square.

16.

*W.* The K. to its Kt. second square.

*B.* The K. to the adversary's K. square.

17.

*W.* The Kt. to the K. B. third square, giving check.

*B.* The K. to the adversary's K. second square.

18.

*W.* The Kt. to its own square, giving check.

*B.* The K. to the adversary's K. third square.

19.

*W.* The K. to his B. square.

*B.* The R. to its K. B. fourth square, giving check.

20.

*W.* The K. to his own square.

*B.* The R. to the adversary's K. B. second square.

21.

*W.* The Kt, to its R. third square.

*B.* The R. to the adversary's K. Kt. second square.

22.

*W.* The K. to his B. square.

*B.* The R. to the adversary's K. R. second square.

23.

*W.* The Kt. to its own square.

*B.* The R. to the adversary's K. B. second square, giving check.

24.

*W.* The K. to his own square.

*B.* The R. to the adversary's K. Kt. second square; or to the adversary's Q. Kt. second square.

25.

*W.* The K. to his B. square; and it is evident that the Black can not win the game.

## *Method of* drawing *a Game with a* Bishop *against a* Rook.

SITUATION OF THE PIECES.

*B.* The K. at the adversary's K. third square.
The Q. R. at its third square.

*W.* The K. at his B. square.
The K. B. at the adversary's Q. B. third square.

1.

*W.* The K. B. to the adversary's Q. Kt. second square.

*B.* The Q. R. to its Q. Kt. third square.

2.

*W.* The K. B. to the adversary's Q. fourth square.

*B.* The Q. R. to the adversary's Q. Kt. second square.

3.

*W.* The K. B. to the adversary's Q. B. third square.

*B.* The Q. R. to the adversary's K. B. second square, giving check.

4.

*W.* The K. to his Kt. square. *(a)*

*B.* The K. to the adversary's K. second square.

*(a)* If you were to play your King to *his own square*, the Black would win ; ex. :

4.

*W.* The K. to its own square.
*B.* The R. to the adversary's Q. B. second square.

5.

*W.* The B. to its Q. R. fourth square.
*B.* The R. to the adversary's Q. B. square, giving check.

6.

*W.* The B. interposes at its Q. square.
*B.* The R. to the adversary's Q. Kt. or Q. R. square.

7.

*W.* The K. to his B. square.
*B.* The R. takes the B. &c.

5.

*W.* The K. B. to the adversary's Q. fourth square.

*B.* The K. to the adversary's K. square.

6.

*W.* The K. B. to the adversary's Q. B. third square.

*B.* The R. to its K. B. third square.

7.

*W.* The K. B. to the adversary's Q. Kt. second square.

*B.* The R. to its K. Kt. third square, giving check.

8.

*W.* The K. to his R. second square.

*B.* The K. to the adversary's K. B. second square.

9.

*W.* The K. to his R. third square.

*B.* The R. to the adversary's K. Kt. third square, giving check.

10.

*W.* The K. to his R. fourth square, and will easily draw the game.

## *Method of winning with a* Queen *against* both Knights.

SITUATION OF THE PIECES.

*B.* The K. at the adversary's Q. fourth square.
The K. Kt. at the adversary's Q. B. fourth square.
The Q. Kt. at its K. fourth square.
*W.* The K. at his R. second square.
The Q. at the adversary's Q. R. square.

1.

*W.* The K. to his Kt. third square.
*B.* The K. to the adversary's Q. third square.

2.

*W.* The Q. to the adversary's Q. fourth square, giving check.
*B.* The K. to the adversary's Q. B. third square.

3.

*W.* The K. to his B. fourth square.
*B.* The Q. Kt. to the adversary's Q. third square, giving check.

4.

*W.* The K. to his B. third square.
*B.* The Q. Kt. to its K. fourth square, giving check.

5.

*W.* The K. to his fourth square.

*B.* The K. to the adversary's Q. Kt. third square.

6.

*W.* The K. to his Q. fourth square.

*B.* The K. to the adversary's Q. Kt. fourth square.

7.

*W.* The Q. to the adversary's Q. Kt. second square, giving check.

*B.* The K. to the adversary's Q. R. fourth square.

8.

*W.* The K. to the adversary's Q. B. fourth square.

*B.* The K. to the adversary's Q. R. third square.

9.

*W.* The Q. to her Kt. fourth square, giving check.

*B.* The K. to the adversary's Q. R. second square.

10.

*W.* The K. to the adversary's Q. fourth square.

*B.* The K. to the adversary's Q. R. square.

11.

*W.* The Q. to her Kt. third square.

*B.* Is compelled to move one of his Knights, &c.

N. B. The Black has no chance of defending his game, but by keeping his Knights in that situation in which they support each other; as soon as you can compel him to abandon that situation, you will find no difficulty to win the game.

## *Method of making a drawn Game with* both Bishops *against a Queen.*

SITUATION OF THE PIECES.

*B.* The K. at his Kt. second square.
The Q. B. at its K. Kt. third square.
The K. B. at its third square.
*W.* The K. at his Kt. fourth square.
The Q. at her R. fourth square.

1.

*W.* The Q. to the adversary's Q. second square, giving check.
*B.* The K. to his B. square.

2.

*W.* The Q. to the adversary's K. third square.
*B.* The K. to his Kt. second square.

3.

*W.* The K. to his B. fourth square.
*B.* The Q. B. to its K. R. second square.

4.

*W.* The Q. to the adversary's Q. second square, giving check.
*B.* The K. to his Kt. third square.

5.

*W.* The Q. to the adversary's K. square, giving check.
*B.* The K. to his Kt. second square.

6.

*W.* The K. to his Kt. fourth square.

*B.* The Q. B. to its K. Kt. third square.

7.

*W.* The Q. to the adversary's K. third square.

*B.* The Q. B. to its K. R. second square.

8.

*W.* The Q. to the adversary's Q. second square, giving check.

*B.* The K. to his Kt. third square.

9.

*W.* The Q. to the adversary's K. square, giving check.

*B.* The K. to his Kt. second square.

10.

*W.* The K. to the adversary's K. R. fourth square.

*B.* The Q. B. to its K. B. fourth square. *(a)*

11.

*W.* The Q. to the adversary's Q. Kt. fourth square.

*B.* The Q. B. to its K. Kt. third square, giving check.

12.

*W.* The K. to his Kt. fourth square.

*B.* The Q. B. again retires to its K. R. second square, and the situation of his pieces is precisely similar to that in which they stood at the eighth move. If he cautiously pursue that system, it will be out of your power to win the game.

*(a)* If, instead of this move, he were to play his King's Bishop either to the adversary's Queen's Knight's second square, or to the adversary's Queen's Rook's square, he would lose the game; ex.:

*W.* . . . . . 10.

*B.* The K. B. to the adversary's Q. Kt. second square.

11.

*W.* The Q. to the adversary's Q. second squa , giving check.

*B.* The K. to his R. square.

12.

*W.* The Q. to the adversary's Q. B. square, giving check.

*B.* The Q. B. interposes at its K. Kt. square. *(b)*

13.

*W.* The K. to the adversary's K. Kt. third square.

*B.* The K. B. to its Kt. second square.

14.

*W.* The Q. to her K. R. third square, giving check.

*B.* The Q. B. interposes.

15.

*W.* The Q. takes it, and gives check-mate.

*(b)* If he should play his King to his Knight's second square, you should check at the adversary's Queen's Knight's second square, by which move you win his King's Bishop, &c.

## *Method of giving Check-mate with a* Rook *and* Bishop *against a* Rook.

SITUATION OF THE PIECES.

*B.* The K. at his Q. B. square.
The K. R. at its Q. Kt. second square.
*W.* The K. at the adversary's Q. B. third square.
The Q. R. at the adversary's Q. R. third square.
The Q. B. at the adversary's Q. B. fourth square.

1.

*W.* The R. to the adversary's Q. R. square, giving check.
*B.* The R. interposes.

2.

*W.* The R. to the adversary's Q. R. second square.
*B.* The R. to the adversary's Q. Kt. second square.

3.

*W.* The R. to the adversary's K. Kt. second square.
*B.* The R. to the adversary's Q. second square.

4.

*W.* The R. to the adversary's K. B. second square.
*B.* The R. to the adversary's Q. square. *(or a)*

*(or A)*

*(Or a)*

*W.* . . . . . 4.

*B.* The R. to the adversary's Q. third square.

5.

*W.* The Q. R. to the adversary's Q. R. second square.

*B.* The K. to his Q. Kt. square.

6.

*W.* The Q. R. to its fourth square.

*B.* The R. is compelled to play to the adversary's Q. B. third square, to prevent the B. from checking at the adversary's Q. third square, &c.

7.

*W.* The Q. R. to its K. fourth square.

*B.* Is compelled to take the B. with his R. to avoid check-mate.

*(Or A)*

*W.* . . . . . 4.

*B.* The R. to its Q. square.

5.

*W.* The B. to the adversary's K. second square.

*B.* The R. to its K. Kt. or K. R. square.

6.

*W.* The Q. R. to the adversary's K. B. fourth square.

*B.* The K. to his Q. Kt. square.

7.

*W.* The B. to the adversary's Q. third square, giving check.

*B.* The K. to his Q. B. square.

8.

*W.* The Q. R. to the adversary's Q. Kt. fourth square, &c.

5.

*W.* The R. to the adversary's Q. R. second square,

*B.* The R. to the adversary's Q. Kt. square. *(or b)*

6.

*W.* The B. to its Q. R. third square.

*B.* The R. to the adversary's Q. Kt third square, *(or c)*

7.

*W.* The B. to the adversary's Q. third square.

*B.* The R. to the adversary's Q. B. third square, giving check.

8.

*W.* The Q. B. interposes at the adversary's Q. B. fourth square.

*B.* The R. to the adversary's Q. Kt. third square.

9.

*W.* The R. to the adversary's Q. B. second square, giving check.

*B.* The K. to his Q. Kt. square.

10.

*W.* The R. to the adversary's K. second square.

*B.* The K. to his Q. R. square.

11.

*W.* The R. to its K. fourth square.

*B.* The R. to the adversary's Q. Kt. second square, or to the adversary's Q. Kt. square, or to its Q. Kt. second square.

12.

*W.* The R. to its fourth square, giving check.

*B.* The K. to his Q. Kt. square.

*(Or b)*

*W.* . . . . . 5.
*B.* The K. to his Q. Kt. square.

6.

*W.* The R. to its fourth square.
*B.* The R. to the adversary's Q. B. square.

7.

*W.* The R. to its K. fourth square.
*B.* Is compelled to take the Bishop with his Rook to avoid check-mate.

*(Or c)*

*W.* . . . . . 6.
*B.* The K. to his Q. Kt. square.

7.

*W.* The R. to the adversary's K. B. second square.
*B.* The K. to his Q. R. square.

8.

*W.* The R. to the adversary's K. B. fourth square.
*B.* The R. to its Q. Kt. second square.

9.

*W.* The R. to its K. B. fourth square.
*B.* The R. to the adversary's Q. Kt. third square.
*(or B)*

*(Or B)*

*W.* . . . . . 9.
*B.* The R. to its K. Kt. second square.

10.

*W.* The R. to the adversary's K. B. square, giving check.
*B.* The K. to his Q. R. second square.

11.

*W.* The B. to the adversary's Q. B. fourth square, giving check.
*B.* The K. to his Q. R. third square.

12.

*W.* The R. to the adversary's Q. R. square, giving check.
*B.* The R. interposes.

13.

*W.* The R. takes it, giving check-mate.

13.

*W.* The B. to the adversary's Q. third square, giving check.

*B.* The K. to his Q. B. square.

14.

*W.* The R. to the adversary's Q. R. square, giving check.

*B.* The R. interposes.

15.

*W.* The R. takes it, and gives check-mate.

10.

*W.* The R. to its fourth square, giving check.
*B.* The K. to his Q. Kt. square.

11.

*W.* The B. to the adversary's Q. third square, giving check.
*B.* The K. to his Q. B. square.

12.

*W.* The R. to the adversary's Q. R. square, giving check.
*B.* The R. interposes.

13.

*W.* The R. takes it, and gives check-mate.

## *Another Situation, in which a* Rook *and* Bishop *may win against a* Rook.

*B.* The K. at his Q. R. square.
The Q. R. at its Q. Kt. second square.
*W.* The K. at the adversary's Q. R. third square.
The Q. R. at the adversary's Q. third square.
The Q. B. at the adversary's Q. R. fourth square.

1.

*W.* The Q. B. to the adversary's Q. Kt. third square.
*B.* The R. to its Q. R. second square, giving check. *(or a)*

2.

*W.* The K. to the adversary's Q. Kt. fourth square: for if you took the R. the Black K. would be stale-mate.
*B.* The R. to its K. R. second square. *(b)*

3.

*W.* The K. to the adversary's Q. B. third square.
*B.* The R. to its K. R. square.

*(a)*

*W.* . . . . . 1.
*B.* The R. to its Q. Kt. square.

2.
*W.* The B. to the adversary's Q. B. second square.
*B.* The R. to its Q. B. square.

3.
*W.* The K. to the adversary's Q. Kt. third square.
*B.* The R. to its K. Kt. square.

4.
*W.* The R. to the adversary's Q. fourth square.
*B.* The R. to its K. Kt. third square, giving check.

5.
*W.* The B. interposes at the adversary's Q. third square.
*B.* Is compelled to take the B. with his R. &c.

*(b)*

*W.* . . . . . 2.
*B.* The R. to its Q. Kt. second square.

3.
*W.* The K. to the adversary's Q. B. third square.
*B.* The R. to its Q. Kt. square.

4.
*W.* The R. to the adversary's Q. fourth square.
*B.* The R. to its Q. Kt. second square.

5.
*W.* The R. to its Q. fourth square.
*B.* Loses in a few moves.

4.

*W.* The Q. B. to the adversary's Q. B. second square.

*B.* The R. to its K. Kt. square. *(or c)*

5.

*W.* The R. to the adversary's Q. fourth square.

*B.* The R. to its K. Kt. third square, giving check.

6.

*W.* The B. interposes.

*B.* The R. to its K. Kt. second square.

7.

*W.* The R. to the adversary's K. fourth square.

*B.* The R. to its K. B. second square.

8.

*W.* The R. to the adversary's K. square, giving check.

*B.* The K. to his Q. R. second square.

9.

*W.* The Q. B. to the adversary's Q. B. fourth square, giving check.

*B.* The K. to his Q. R. third square.

10.

*W.* The R. to the adversary's Q. R. square, giving check, &c.

(c)

*W.* . . . . . 4.

*B.* The K. to his Q. R. second square.

5.

*W.* The R. to its Q. fourth square.

*B.* The R. to its K. R. third square, giving check.

6.

*W.* The B. interposes at the adversary's Q. third square.

*B.* Is obliged to take the B. &c.

## ENDS OF GAMES WITH A QUEEN AGAINST A PAWN WITHIN ONE SQUARE OF BECOMING A QUEEN.

When you remain with your Queen, and your adversary has only a Pawn within *one step* of becoming a Queen, and which is supported by its King, you will not be able to win the game, unless your King be close to it, and your adversary's Pawn be the *King's*, *Queen's*, *King's Knight's* or *Queen's Knight's*. If it should be one of the *Rooks' Pawns*, or one of the *Bishops' Pawns*, and your King be considerably removed from it, the game will be drawn.

### *Method of winning the Game if it be the* King's *Pawn.*

SITUATION OF THE PIECES.

*W.* The K. at the adversary's K. Kt. second square.
The Q. at the adversary's Q. R. second square.
*B.* The K. at the adversary's Q. second square.
The K. P. at the adversary's K. second square.

1.

*W.* The Q. to her K. B. second square.
*B.* The K. to the adversary's Q. square.

2.

*W.* The Q. to her fourth square, giving check.
*B.* The K. to the adversary's Q. B. second square.

3.

*W.* The Q. to her K. third square.
*B.* The K. to the adversary's Q. square.

4.

*W.* The Q. to her third square, giving check.
*B.* The K. to the adversary's K. square.

5.

*W.* The K. to the adversary's K. B. third square.
*B.* The K. to the adversary's K. B. second square.

6.

*W.* The Q. to her second square.
*B.* The K. to the adversary's K. B. square.

7.

*W.* The Q. to her K. B. fourth square, giving check.
*B.* The K. to the adversary's K. Kt. second square.

8.

*W.* The Q. to her K. third square.
*B.* The K. to the adversary's K. B. square.

9.

*W.* The Q. to her K. B. third square, giving check.
*B.* The K. to the adversary's K. square.

10.

*W.* The K. to the adversary's K. fourth square.
*B.* The K. to the adversary's Q. second square.

11.

*W.* The Q. to her K. B. second square.
*B.* The K. to the adversary's Q. square.

12.

*W.* The Q. to her fourth square, giving check.
*B.* The K. to the adversary's Q. B. second square.

13.

*W.* The Q. to her K. third square.
*B.* The K. to the adversary's Q. square.

14.

*W.* The Q. to her third square, giving check.
*B.* The K. to the adversary's K. square.

15.

*W.* The K. to his fourth square.
*B.* The K. to the adversary's K. B. second square.

16.

*W.* The Q. to her K. B. third square, giving check. *(or a)*
*B.* The K. at the adversary's K. square.

17.

*W.* The K. to his Q. third square.
*B.* The K. to the adversary's Q. square.

18.

*W.* The Q. takes the P. and checks.
*B.* The K. to the adversary's Q. B. square.

19.

*W.* The Q. to her B. second square, giving check-mate.

*(Or a)*

16.

*W.* The Q. to her second square.
*B.* The K. to the adversary's K. B. square.

17.

*W.* The K. to his B. third square.
*B.* The P. becomes a Q.

18.

*W.* The Q. to her K. Kt. second square, giving check-mate.

From this analysis, it is obvious that you win the game by compelling your adversary to play his King before his Pawn, thus allowing your King to advance and assist your Queen; but when your adversary's Pawn is on the *Bishops'* file, it is *impossible* to compel your adversary's King to move before his Pawn; and when it is on the *Rooks'* file, it becomes *useless* to oblige him to play his King before his Pawn, as you can not advance your King without giving stale-mate.

SITUATION OF THE PIECES.

*W.* The K. at the adversary's Q. Kt. second square.
The Q. at her B. fourth square.

*B.* The K. at the adversary's K. Kt. second square.
The K. *Bishop*'s P. at the adversary's K. B. second square.

1.

*W.* The Q. to her K. second square.

*B.* The K. to the adversary's K. Kt. square.

2.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to the adversary's K. R. second square.

3.

*W.* The Q. to her K. B. third square.

*B.* The K. to the adversary's K. Kt. square.

4.

*W.* The Q. to her K. Kt. third square, giving check.

If it were the *King's*, *Queen's*, or *Knights'* Pawn, this move would compel your adversary either to *play his King before his Pawn*, or *to abandon it*. If he played his King before his Pawn, you would immediately avail yourself of it to advance your King, as has already been shown; if he abandoned his Pawn, and suffered you to take it with your Queen, the game would of course soon be ended; but in *this* situation *(being the Bishop's Pawn)*, he may play his King to your King's Rook's square, and you can not take his Pawn without stale-mating him; if, instead of taking his Pawn, you play your King, he will immediately push to Queen; and, lastly, if you repeat the check, the same moves will again occur without your deriving any advantage from them.

## *Suppose it to be the* Rook's *Pawn;*

SITUATION OF THE PIECES.

*W.* The K. at the adversary's Q. Kt. third square.
The Q. at the adversary's Q. second square.
*B.* The K. at the adversary's K. Kt. second square.
The K. R. P. at the adversary's K. R. second square.

1.

*W.* The Q. to her K. Kt. fourth square, giving check.
*B.* The K. to the adversary's K. R. square.

2.

*W.* The Q. to her K. B. third square, giving check.
*B.* The K. to the adversary's K. Kt. square.

3.

*W.* The Q. to her K. Kt. third square, giving check.
*B.* The K. to the adversary's K. R. square, &c.

If you advance your King, your adversary will be stale-mated, and, as you are unable to check-mate him with the Queen alone, the game is of course drawn.

There are however some *few* situations, in which, having a Queen against a *Bishop*'s Pawn, *within one square of Queen*, you may win the game; ex.:

SITUATION OF THE PIECES.

*W.* The K. at his Q. Kt. fourth square.
The Q. at her K. second square.
*B.* The K. at the adversary's Q. Kt. second square.
The Q. B. P. at the adversary's Q. B. second square.

*Suppose the* White *to play first*;

1.

*W.* The Q. to her second square.
*B.* The K. to the adversary's Q. Kt. square. *(a)*

2.

*W.* The K. to his Q. Kt. third square.
*B.* The P. becomes a Q. *(b)*

*W.* The Q. to her R. second square, giving checkmate.

*(Or a)*

*W.* . . . . . 1.
*B.* The K. to the adversary's Q. R. square.

2.
*W.* The K. to his Q. Kt. third square.
*B.* The K. to the adversary's Q. Kt. square.

3.
*W.* The Q. takes the P. giving check, &c.

*(Or b)*

*W.* . . . . . 2.
*B.* The P. pushes to Q. and becomes a Kt. giving check.

3.
*W.* The K. to his Q. R. third square.
*B.* The Kt. to the adversary's Q. third square, to prevent check-mate at your Q. Kt. second square.

4.
*W.* The Q. to her B. third square.
*B.* Can not avoid check-mate.

You win likewise, supposing the BLACK to move first; ex.:

1.

*B.* The K. to the adversary's Q. Kt. square. *(a)*

*W.* The K. to his Q. B. third square. (If you were to play your K. to your Q. Kt. third square, he would *draw* the game by making a Kt. and checking K. and Q.)

2.

*B.* The P. becomes a Q. and checks. *(b)*

*W.* The K. to his Q. Kt. third square.

3.

*B.* Can not avoid check-mate in three moves at most.

*(Or a)*

1.

*B.* The K. to the adversary's Q. R. square.
*W.* The Q. to her second square.

2.

*B.* The K. to the adversary's Q. Kt. second square.
*W.* The K. to his Q. R. fourth square.

3.

*B.* The K. to the adversary's Q. R. square.
*W.* The K. to his Q. Kt. third square, &c.

*(Or b)*

2.

*B.* The K. to the adversary's Q. R. square.
*W.* The K. takes the P.

3.

*B.* The K. to the adversary's Q. R. second square.
*W.* The Q. to the adversary's Q. R. third square, giving check-mate.

*Another Situation.*

*W.* The K. at his Kt. fourth square.
The Q. at the adversary's Q. Kt. third square.
*B.* The K. at the adversary's Q. square.
The Q. B. P. at the adversary's Q. B. second square.

The White, having the move, may win the game.

1.

*W.* The Q. to her Kt. third square.
*B.* The K. to the adversary's Q. second square.

2.

*W.* The Q. to her Kt. second square.
*B.* The K. to the adversary's Q. square.

3.

*W.* The K. to his B. third square.
*B.* The K. to the adversary's Q. second square. (If he were to move his Pawn and make a Queen, you would immediately check-mate him at your K. second square.)

4.

*W.* The K. to his fourth square.
*B.* The K. to the adversary's Q. square.

5.

*W.* The K. to his Q. third square.

*B.* The P. becomes a Q.

6.

*W.* The Q. to her K. second square, giving check-mate.

The following situation occurs in *Salvio's* Treatise; if properly played, it is a drawn game; but if the Black play as he directs him to do, he will lose the game; ex.;

*W.* The K. at the adversary's Q. R. second square.
The Q. at the adversary's Q. second square.
*B.* The K. at the adversary's Q. Kt. second square.
The Q. R. P. at the adversary's Q. R. second square.

1.

*W.* The Q. to her fourth square, giving check.
*B.* The K. to the adversary's Q. Kt. square.

2.

*W.* The Q. to her K. Kt. square, giving check.
*B.* The K. to the adversary's Q. Kt. second square.

3.

*W.* The Q. to her K. Kt. second square, giving check.
*B.* The K. to the adversary's Q. Kt. square.

4.

*W.* The Q. to the adversary's Q. Kt. second square, giving check.
*B.* The K. to the adversary's Q. R. square. *(a)*

*(a)* Salvio directs this move; it however occasions the loss of the game. If the Black were to play his King to the adversary's Queen's Bishop's second square, the game would be *drawn*.

5.

*W.* The K. to the adversary's Q. Kt. third square.

*B.* The K. to the adversary's Q. Kt. second square.

6.

*W.* The K. to the adversary's Q. B. fourth square, giving a *discovered check*.

*B.* The K. to the adversary's Q. B. second square. *(b)*

7.

*W.* The Q. to her K. Kt. second square, giving check.

*B.* The K. to the adversary's Q. Kt. square. *(c)*

8.

*W.* The K. to his Q. Kt. fourth square.

*B.* The P. becomes a Q.

9.

*W.* The K. to his Q. Kt. third square.

*B.* Can not avoid being check-mated in three moves at most.

*(b)* If the Black should play,

*W.* . . . . . 6.

*B.* The K. to the adversary's Q. R. square.

7.

*W.* The K. to his Q. Kt. fourth square.

*B.* The K. to the adversary's Q. Kt. second square.

8.

*W.* The Q. to her K. Kt. second square, giving check.

*B.* The K. to the adversary's Q. Kt. square.

9.

*W.* The K. to his Q. Kt. third square.

*B.* The P. becomes a Q.

10.

*W.* The Q. to her K. R. square, giving checkmate.

*(Or c)*

*W.* . . . . . 7.

*B.* The K. to the adversary's Q. Kt. third square.

8.

*W.* The Q. to her K. B. third square, giving check.

*B.* The K. to the adversary's Q. B. second square.

9.

*W.* The Q. to her K. second square, giving check.

*B.* The K. to the adversary's Q. Kt. third square.

10.

*W.* The Q. to her third square, giving check.

*B.* The K. to the adversary's Q. Kt. second square.

11.

*W.* The K. to his Q. Kt. fourth square.
*B.* The P. becomes a Q. (*Or* A)

12.

*W.* The Q. to her second square, giving check.
*B.* The K. to the adversary's Q. Kt. square.

13.

*W.* The K. to his Q. Kt. third square, &c.

(*Or* A)

*W.* . . . . . 11.
*B.* The K. to the adversary's Q. R. square.

12.

*W.* The Q. to her second square.
*B.* The K. to the adversary's Q. Kt. square.

13.

*W.* The K. to his Q. Kt. third square, &c.

# ENDS OF GAMES,

CONSISTING OF

## *PAWNS ONLY.*

### FIRST SITUATION.

*A King against a King and Pawn.*

*B.* The K. at his second square.
The K. P. at its K. third square.
*W.* The K. at his fourth square.

1.

*W.* The K. to the adversary's K. fourth square.
*B.* The K. to his Q. second square.

2.

*W.* The K. to his fourth square.
*B.* The K. to his Q. third square.

3.

*W.* The K. to his Q. fourth square.
*B.* The P. checks.

4.

*W.* The K. to his fourth square.
*B.* The K. to his third square.

5.

*W.* The K. to his third square.

*B.* The K. to his Q. fourth square.

6.

*W.* The K. to his Q. third square.

*B.* The P. checks.

7.

*W.* The K. to his second square.

*B.* The K. to the adversary's Q. fourth square.

8.

*W.* The K. to his Q. second square.

*B.* The P. checks.

9.

*W.* The K. to his square. *(a)*

*B.* The K. to the adversary's Q. third square.

10.

*W.* The K. to his Q. square.

*B.* The P. checks.

11.

*W.* The K. to his square.

*B.* Is compelled to abandon the P.; because, if he play his K. to your K. third square, you will be stale-mated.

If your adversary had the first move, it would be equally impossible for him to win: if he were to play his King to his Queen's third square, you should play yours to your Queen's fourth square, and your situation would then be similar to that in which you were at the third move of the above analysis.

(a) If you were to play to your Queen's square, you would lose the game; ex.:

9.

*W.* The K. to his Q. square.
*B.* The K. to the adversary's Q. third square.

10.

*W.* The K. to his square.
*B.* The P. one step.

11.

*W.* The K. to his B. second square.
*B.* The K. to the adversary's Q. second square, &c.

## SECOND SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. P. at its K. third square.
*W.* The K. at his second square.

The Black will win, whether he have the first move or not; ex.:

Suppose the *White* have the move;

1.

*W.* The K. to his square. *(or a) (or b)*
*B.* The K. to the adversary's K. third square. If he were to play his *Pawn*, instead of his King, you ought to play your K. to his second square, and the game would be *drawn*.

2.

*W.* The K. to his Q. square.
*B.* The P. one step. (He would likewise win if he played his K. to your K. B. second square.)

3.

*W.* The K. to his square.
*B.* The P. one step; (to the adversary's K. fourth square.)

*(Or a)*

1.

*W.* The K. to his Q. or K. B. square.
*B.* The K. to the adversary's K. third square.

2.

*W.* The K. to his square.
*B.* The P. to its K. fourth square.

3.

*W.* The K. to his Q. square.
*B.* The K. to the adversary's K. B. second square.

4.

*W.* The K. to his Q. second square.
*B.* The P. one step, &c.

*(Or b)*

1.

*W.* The K. at his Q. second square.
*B.* The K. to the adversary's K. B. third square.

2.

*W.* The K. to his square.
*B.* The P. to its K. fourth square.

3.

*W.* The K. to his Q. second square.
*B.* The P. to the adversary's K. fourth square.

4.

*W.* The K. to his square.
*B.* The K. to the adversary's K. third square. (If he played the Pawn, you would draw the game.)

4.

*W.* The K. to his B. square.

*B.* The K. to the adversary's Q. second square.

5.

*W.* The K. to his B. second square.

*B.* The P. checks; and, of course will become a Queen in two moves.

5.

*W.* The K. to his B. square.
*B.* The K. to the adversary's Q. second square.

6.

*W.* The K. to his B. second square.
*B.* The P. checks, &c.

Suppose the *Black* to have the first move;

1.

*B.* The P. one step.
*W.* The K. to his B. second square. *(or a) (or b)*

2.

*B.* The K. to the adversary's Q. third square.
*W.* The K. to his B. third square.

3.

*B.* The P. checks.
*W.* The K. to his B. second square.

4.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. square.

5.

*B.* The P. one step, &c.

*(Or a)*

*B.* . . . . . 1.
*W.* The K. to his Q. square.

2.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his square.

3.

*B.* The P. one step.
*W.* The K. to his B. square.

4.

*B.* The P. one step, to the adversary's K. third square.
*W.* The K. to his square.

5.

*B.* The P. one step.
*W.* The K. to his Q. second square.

6.

*B.* The K. to the adversary's K. B. second square, &c.

*(Or b)*

*B.* . . . . . 1.
*W.* The K. to his square.

2.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his B. square.

3.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. second square.

4.

*B.* The P. one step, &c.

Suppose the *Black* to have the first move;

1.

*B.* The P. one step.
*W.* The K. to his B. second square. *(or a) (or b)*

2.

*B.* The K. to the adversary's Q. third square.
*W.* The K. to his B. third square.

3.

*B.* The P. checks.
*W.* The K. to his B. second square.

4.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. square.

5.

*B.* The P. one step, &c.

*(Or a)*

*B.* . . . . . 1.
*W.* The K. to his Q. square.

2.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his square.

3.

*B.* The P. one step.
*W.* The K. to his B. square.

4.

*B.* The P. one step, to the adversary's K. third square.
*W.* The K. to his square.

5.

*B.* The P. one step.
*W.* The K. to his Q. second square.

6.

*B.* The K. to the adversary's K. B. second square, &c.

*(Or b)*

*B.* . . . . . 1.
*W.* The K. to his square.

2.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his B. square.

3.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. second square.

4.

*B.* The P. one step, &c.

## THIRD SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. P. at its K. fourth square.
*W.* The K. at his second square.

The *winning* or *drawing* of this game depends on the first move; if the *White* play first, the Black will *win*; ex.:

1.

*W.* The K. to his B. second square.
*B.* The K. to the adversary's Q. third square.

2.

*W.* The K. to his square.
*B.* The K. to the adversary's K. third square.

3.

*W.* The K. to his B. square.
*B.* The K. to the adversary's Q. second square.

4.

*W.* The K. to his B. second square.
*B.* The P. one step, &c.

But if the *Black* play first, the White will *draw* the game; ex.:

1.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his B. second square.

2.

*B.* The P. one step.
*W.* The K. to his second square.

3.

*B.* The P. one step.
*W.* The K. to his square.

4.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his B. square.

5.

*B.* The P. checks.
*W.* The K. to his square, &c.

## FOURTH SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. P. at its own square.
*W.* The K. at his second square.

The Black will win, whether he have the first move or not:

*Suppose the* WHITE *to move*;

1.

*W.* The K. to his square.
*B.* The P. one step.

2.

*W.* The K. to his second square.
*B.* The P. one step.

3.

*W.* The K. to his square.
*B.* The K. to the adversary's K. third square.

4.

*W.* The K. to his Q. square.
*B.* The K. to the adversary's K. B. second square.

5.

*W.* The K. to his Q. second square.
*B.* The P. one step, &c.

*Suppose the* BLACK *to move;*

1.

*B.* The P. *two* steps.
*W.* The K. to his square.

2.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his Q. square.

3.

*B.* The K. to the adversary's K. B. second square.
*W.* The K. to his Q. second square.

4.

*B.* The P. one step, &c.

## FIFTH SITUATION.

*B.* The K. at the adversary's K. Kt. fourth square.
The K. Kt. P. at its K. Kt. third square.
*W.* The K. at his Kt. second square.

This situation is inserted to teach the amateur the method of pushing the *Knight*'s Pawn to Queen; for if he were to play this Pawn in the same manner as he would the King's, Queen's, or Bishops', he would stale-mate his adversary.

1.

*W.* The K. to his R. second square.
*B.* The K. to the adversary's K. B. third square.

2.

*W.* The K. to his R. square.
*B.* The P. one step.

3.

*W.* The K. to his Kt. square.
*B.* The P. one step.

4.

*W.* The K. to his R. second square.
*B.* The K. to the adversary's K. B. second square.

5.

*W.* The K. to his R. square.

*B.* If it were the King's, Queen's, or Bishops' Pawn, he might play it one step, which would compel you to remove, and he would make a Queen in two moves; but being the *Knight*'s Pawn, if he play it, you will be *stale-mated*; he must therefore play;

The K. to the adversary's K. Kt. third square.

6.

*W.* The K. to his Kt. square.

*B.* The K. to the adversary's K. R. third square.

7.

*W.* The K. to his R. square.

*B.* The P. one step.

8.

*W.* The K. to his Kt. square.

*B.* The P. one step.

9.

*W.* The K. to his B. second square.

*B.* The K. to the adversary's K. R. second square, &c.

4.

*W.* The K. to his B. square.

*B.* The K. to the adversary's Q. second square.

5.

*W.* The K. to his B. second square.

*B.* The P. checks; and, of course will become a Queen in two moves.

5.

*W.* The K. to his B. square,
*B.* The K. to the adversary's Q. second square.

6.

*W.* The K. to his B. second square,
*B.* The P. checks, &c,

Suppose the *Black* to have the first move;

1.

*B.* The P. one step.
*W.* The K. to his B. second square. *(or a) (or b)*

2.

*B.* The K. to the adversary's Q. third square.
*W.* The K. to his B. third square.

3.

*B.* The P. checks.
*W.* The K. to his B. second square.

4.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. square.

5.

*B.* The P. one step, &c.

*(Or a)*

*B.* . . . . . 1.
*W.* The K. to his Q. square.

2.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his square.

3.

*B.* The P. one step.
*W.* The K. to his B. square.

4.

*B.* The P. one step, to the adversary's K. third square.
*W.* The K. to his square.

5.

*B.* The P. one step.
*W.* The K. to his Q. second square.

6.

*B.* The K. to the adversary's K. B. second square, &c.

*(Or b)*

*B.* . . . . . 1.
*W.* The K. to his square.

2.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his B. square.

3.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. second square.

4.

*B.* The P. one step, &c.

## THIRD SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. P. at its K. fourth square.
*W.* The K. at his second square.

The *winning* or *drawing* of this game depends on the first move; if the *White* play first, the Black will *win*; ex.:

1.

*W.* The K. to his B. second square.
*B.* The K. to the adversary's Q. third square.

2.

*W.* The K. to his square.
*B.* The K. to the adversary's K. third square.

3.

*W.* The K. to his B. square.
*B.* The K. to the adversary's Q. second square.

4.

*W.* The K. to his B. second square.
*B.* The P. one step, &c.

But if the *Black* play first, the White will *draw* the game; ex.:

1.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his B. second square.

2.

*B.* The P. one step.
*W.* The K. to his second square.

3.

*B.* The P. one step.
*W.* The K. to his square.

4.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his B. square.

5.

*B.* The P. checks.
*W.* The K. to his square, &c.

## FOURTH SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. P. at its own square.
*W.* The K. at his second square.

The Black will win, whether he have the first move or not:

*Suppose the* WHITE *to move*;

1.

*W.* The K. to his square.
*B.* The P. one step.

2.

*W.* The K. to his second square.
*B.* The P. one step.

3.

*W.* The K. to his square.
*B.* The K. to the adversary's K. third square.

4.

*W.* The K. to his Q. square.
*B.* The K. to the adversary's K. B. second square.

5.

*W.* The K. to his Q. second square.
*B.* The P. one step, &c.

*Suppose the* BLACK *to move*;

1.

*B.* The P. *two* steps.
*W.* The K. to his square.

2.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his Q. square.

3.

*B.* The K. to the adversary's K. B. second square.
*W.* The K. to his Q. second square.

4.

*B.* The P. one step, &c.

5.

*W.* The K. to his B. second square.
*B.* The P. one step.

6.

*W.* The K. to his B. square.
*B.* The P. one step.

7.

*W.* The K. to his square.
*B.* The P. one step, &c.

*Suppose the* Black *to have the move;*

1.

*B.* The K. to his fourth square.
*W.* The K. to his third square.

2.

*B.* The P. one step.
*W.* The K. to his Q. third square.

3.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his second square.

4.

*B.* The K. to the adversary's K. fourth square. (If he played the P. it would be a *drawn* game.)
*W.* The K. to his B. second square.

5.

*B.* The K. to the adversary's Q. third square, &c.

## TENTH SITUATION.

*B.* The K. at his third square.
The K. P. at its square.
*W.* The K. at his square.

The Black wins; it is immaterial who has the move.

## ELEVENTH SITUATION.

*B.* The K. at his square.
The K. P. at its square.
*W.* The K. at his square.

The event of this situation depends on the move: if the *Black play first, the White will lose.*

1.

*B.* The K. to his B. second square.
*W.* The K. to his second square.

2.

*B.* The K. to his third square.
*W.* The K. to his third square. *(or a)*

3.

*B.* The K. to his fourth square.
*W.* The K. to his Q. third square.

4.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his second square.

5.

*B.* The K. to the adversary's K. fourth square.
*W.* The K. to his square.

6.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his B. square.

*(Or a)*

*B.* . . . . . 2.
*W.* The K. to his B. third square.

3.

*B.* The K. to his B. fourth square.
*W.* The K. to his second square.

4.

*B.* The K. to the adversary's K. fourth square.
*W.* The K. to his square.

5.

*B.* The P. *one* step.
*W.* The K. to his second square.

6.

*B.* The P. one step.
*W.* The K. to his square.

7.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his Q. square.

8.

*B.* The K. to the adversary's K. B. second square, &c.

7.

*B.* The P. two steps.
*W.* The K. to his square.

8.

*B.* The P. one step.
*W.* The K. to his B. square.

9.

*B.* The K. to the adversary's Q. second square, &c.

But if the *White play first*, the game will be *drawn*; ex. t

1.

*W.* The K. to his second square.
*B.* The K. to his B. second square.

2.

*W.* The K. to his third square.
*B.* The K. to his third square.

3.

*W.* The K. to his fourth square.
*B.* The K. to his Q. third square.

4.

*W.* The K. to his Q. fourth square.
*B.* The P. one step.

5.

*W.* The K. to his fourth square.
*B.* The P. one step.

6.

*W.* The K. to his third square.
*B.* The K. to his Q. fourth square.

7.

*W.* The K. to his Q. third square.
*B.* The P. one step, giving check.

8.

*W.* The K. to his third square, &c.

When the Pawn is within *three* squares of Queen, and its King is in front of it, the Pawn will make a Queen, whether the Black or the White have the move.

## TWELFTH SITUATION.

*B.* The K. at the adversary's K. B. third square.
The K. P. at the adversary's K. fourth square.
*W.* The K. at his square.

If it be to the White to play, the Black must push the Pawn, and if the White play to his Queen's or Bishop's square, the Pawn may again be pushed, as it does *not* check; but if the White play to his Queen's second square, the Black must play differently, else the game will be *drawn*; ex.:

1.

*W.* The K. to his Q. second square.
*B.* The P. checks.

2.

*W.* The K. to his Q. square.
*B.* If the B. play the P. giving check, the K. will move to his square, and draw the game: instead of playing the P. the Black must play his K. to the adversary's K. B. second square, &c.

In the above situation, if the Black have the move, he must play his King to the adversary's King's third square, &c.

If the White King, instead of being at *his* square, were at his Bishop's square, and it were the *White's move*, the Black ought to play his *King*; for if he played his *Pawn*, the game would be *drawn*: but if the Black have the move, he must play his Pawn.

If the White King be at his *Queen*'s square, the game must be played exactly as if he were at his *Bishop*'s square.

Lastly, it is an invariable rule, that, when the Pawn does *not* check when it is played to *its seventh square*, it will go to Queen; but if it *check*, the game will be drawn; therefore the player who has the Pawn, must calculate attentively, and play it with great caution, else his adversary will frequently be enabled to *draw* the game.

When the Pawn is within *three* squares of Queen, and its King is in front of it, the Pawn will make a Queen, whether the Black or the White have the move.

## TWELFTH SITUATION.

*B.* The K. at the adversary's K. B. third square
The K. P. at the adversary's K. fourth squar
*W.* The K. at his square.

If it be to the White to play, the Black must pu
the Pawn, and if the White play to his Quee
or Bishop's square, the Pawn may again be push
as it does *not* check; but if the White pla
his Queen's second square, the Black must
differently, else the game will be *drawn*; ex.

1.

*W.* The K. to his Q. second square.
*B.* The P. checks.

2.

*W.* The K. to his Q. squa
*B.* If the B. play the heck,
will move nd dr
game: i e P. th
must adversary
sec

In the above situation, [illegible] Black has
move, he must play his [illegible] to the adver-
King's third square, &c.

If the White King, [illegible] at being
square, were at his [illegible] square, and it
the *White's* move, the [illegible] ought to play
ing; for if he played his [illegible], the game
drawn: but if the [illegible] have the move,
must play his Pawn.

If the White King be at his Queen's square,
he must be played exactly as if he were at [illegible]
King's square.

Lastly, it is an invariable rule, that, when a
he does not check when it is played to
and square, it will go to Queen; but if it do
game will be drawn; therefore the player who
the Pawn, must calculate attentively, and play
great caution, else his adversary will be
be enabled to *draw* the game.

Situations *similar* to the following, frequently occur at the end of a game.

*B.* The K. at his Q. Rook's, Q. Knight's, or Q. Bishop's square.
The K. R. P. at its K. R. third square.
*W.* The K. at the adversary's Q. B. third square.

The player of the White is sometimes in doubt whether he can prevent the adversary's Pawn from becoming a Queen, and he finds himself obliged to calculate all the moves on both sides. A much shorter, as well as a more scientific, method, is to examine *whether the King be in the quadrangle formed by the Pawn and that square where it will become a Queen.* If the King be IN *the quadrangle*, he will overtake the Pawn, though the latter should play first; therefore, in the above situation, though the Pawn have the first move, the King will stop its progress.

Though the King be *one move* BEYOND *the quadrangle*; if *he have the first move*, he may stop the Pawn; suppose, for example, he be at the adversary's Q. *Kt.* third square, if he move first, he will of course play IN THE QUADRANGLE, and consequently stop the Pawn. It must be observed, that, if the Pawn *have not moved*, the King should have the first move, else the Pawn will get to Queen, on account of its moving *two steps* at first.

# ENDS OF GAMES

## WITH PAWNS ON *both Sides.*

### FIRST SITUATION.

*B.* The K. at the adversary's K. B. fourth square.
The K. Kt. P. at the adversary's K. Kt. fourth square.
The K. R. P. at the adversary's K. R. fourth square.

*W.* The K. at his B., Kt., or R. square.
The K. R. P. at its own square.

In this situation, though the Black have the move, the White will *draw the game*; for if the Black, after having played his King to the adversary's King's Bishop's third square, should push his King's Knight's Pawn one step, the White (having his King at his KNIGHT'S square) may draw the game in three different ways; 1st, by playing his King to his Rook's square; 2dly, by taking the Knight's Pawn with his Pawn; and 3dly, by playing his Pawn one step. But when the Black has his King at the adversary's King's Bishop's third square, and his King's Knight's Pawn at the adversary's King's Knight's third square *(en prise* of the White Rook's Pawn); if the White have his King at his *Bishop*'s or *Rook*'s square, he must carefully avoid *taking* the Knight's Pawn, but he must either play his King to his Knight's square, or push his Pawn one step.

But in the following situation, though so nearly similar to the last, the event of the game depends on the first move.

*B.* The K. at his B. fourth square.
The K. Kt. P. at its K. Kt. fourth square.
The K. R. P. at its K. R. fourth square.
*W.* The K. at his Kt. third square.
The K. R. P. at its K. R. third square.

If the *Black play first* he will *win* the game; but if the *White have the move*, he will *draw* the game. The difference between the event of this situation, and the result of the last, arises from the White Pawn's being *moved*, for if it were at *its square*, the game would be *drawn*, as the King could not be removed from his Rook's square; but the Pawn's being moved, though only *one step*, deprives his King of that safe retreat, and occasions the loss of the game.

That scientific player *Carrera* has unaccountably fallen into error, by asserting in unqualified terms, that, "*The Rook's Pawn* DRAWS *the game against the Knight's and Rook's Pawns.*" That his assertion is erroneous, the following demonstration will incontestably evince.

1.

*B.* The K. to the adversary's K. fourth square.
*W.* The K. R. P. one step. *(or* A*)* *(or* B*)* *(or* C*)*

(Or A)

*B.* . . . . . 1.
*W.* The K. to his R. second square.

2.

*B.* The K. to the adversary's K. B. third square.
*W.* The R. P. one step.

3.

*B.* The Kt. P. one step.
*W.* The K. to his Kt. square.

4.

*B.* The K. to the adversary's K. Kt. third square, &c.

(Or B)

*B.* . . . . . 1.
*W.* The K. to his Kt. second square.

2.

*B.* The K. R. P. one step.
*W.* The K. to his B. second square.

3.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his Kt. second square.

4.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his R. square.

5.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his R. second square.

6.

*B.* The K. to the adversary's K. B. second square, and then to the adversary's K. Kt. third square, &c.

2.

*B.* The K. Kt. P. one step.

*W.* If the White play his K. to his *R. second square*, the Black will play his K. to the adversary's K. B. third square, and then to the adversary's K. Kt. third square, &c. If the White, instead of playing to his R. second square, play his K. to his *Kt. second square*, the Black will play his K. to the adversary's K. B. fourth square, after which, if the White *retreat* to his R. second square, the Black will move his K. to the adversary's K. B. third square, and then to the adversary's K. Kt. third square, &c. and if, in lieu of *retreating* to his R. second square, the White play his K. to his B. second square, the Black will check with his Kt. P. and then play his K. to the adversary's K. Kt. fourth square. Therefore the best move the White can play is,

The K. to his B. second square.

3.

*B.* The K. to the adversary's Q. third square. (And not to the adversary's K. B. fourth square, as Carréra has directed.)

*W.* The K. to his B. square. *(or a)*

4.

*B.* The K. to the adversary's K. third square.

*W.* The K. to his Kt. second square.

*(Or c)*

*B.* . . . . . 1.
*W.* The K. to his B. second square.

2.
*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his Kt. second square. *(or b)*

3.
*B.* The K. to the adversary's K. third square.
*W.* The K. to his Kt. third square.

4.
*B.* The K. to the adversary's K. second square.
*W.* The R. P. one step. *(or c)*

*(Or b)*

*B.* . . . . . 2.
*W.* The R. P. one step.

3.
*B.* The K. Kt. P. one step.
*W.* The K. to his Kt. second square.

4.
*B.* The K. to the adversary's K. fourth square.
*W.* The K. to his Kt. third square.

5.
*B.* The K. to the adversary's K. third square.
*W.* The K. to his Kt. second square.

6.
*B.* The K. to the adversary's K. B. fourth square, &c.

*(Or c)*

*B.* . . . . . 4.
*W.* The K. to his Kt. second square.

5.
*B.* The K. R. P. one step.
*W.* The K. to his Kt. square.

6.
*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his R. second square.

7.
*B.* The K. to the adversary's K. B. second square, and then to the adversary's K. Kt. third square, &c.

7.

*B.* The P. two steps.
*W.* The K. to his square.

8.

*B.* The P. one step.
*W.* The K. to his B. square.

9.

*B.* The K. to the adversary's Q. second square, &c.

But if the *White play first*, the game will be *drawn*; ex. t

1.

*W.* The K. to his second square.
*B.* The K. to his B. second square.

2.

*W.* The K. to his third square.
*B.* The K. to his third square.

3.

*W.* The K. to his fourth square.
*B.* The K. to his Q. third square.

4.

*W.* The K. to his Q. fourth square.
*B.* The P. one step.

5.

*W.* The K. to his fourth square.
*B.* The P. one step.

6.

*W.* The K. to his third square.
*B.* The K. to his Q. fourth square.

7.

*W.* The K. to his Q. third square.
*B.* The P. one step, giving check.

8.

*W.* The K. to his third square, &c.

By this analysis, it is evident that the *Black, having the move, will win the game:* the following demonstration proves, that, *if the White have the first move, the game will be drawn.*

1.

*W.* The K. to his B. third square.
*B.* The K. R. P. one square, (*or* D)

2.

*W.* The K. to his third square.
*B.* The K. to his fourth square.

3.

*W.* The K. to his B. third square.
*B.* The K. to *his own* third square, or to his *B.* third square.

4.

*W.* The K. to his Kt. fourth square.
*B.* The K. to *his B.* third square, or to his *Kt.* third square.

5.

*W.* The K. to his B. third square.
*B.* The K. to his B. fourth square.

6.

*W.* The K. to his third square (as at the second move).
*B.* The K. Kt. P. one step.

7.

*W.* The R. P. takes it, giving check, and then the K. plays to his B. second square, to his Kt. square, and lastly, to his R. square, whence the Black will be unable to drive him.

(Or D)

*W.* 1.

*B.* The K. to his third square, or to his B. third square.

2.

*W.* Must carefully retrograde on the *same* line as the Black King: suppose the Black King to be at his *B.* third square, the White must play his K. to his *B.* second square.

*B.* The K. to his B. second square.

3.

*W.* The K. to his B. square.

*B.* The K. to his B. square.

4.

*W.* The K. to his B. second square.

*B.* The K. to *his* second square.

5.

*W.* The K. to *his* third square.

*B.* The K. to *his B.* third square.

6.

*W.* The K. to *his B.* second square, observing carefully to play on the *same* line as the Black King, and within *one*, *three*, or *five*, squares from him, &c.

If the Black, at the first move (of this back-game D), should play his King to his third square, the White ought to play his King to his second square, and then if the Black play the King to his fourth square, the White must play the King to his third square, &c. If instead of playing his King to his fourth square (at the second move) the Black were to play his King to his Queen's third square, the White may play his King to his Queen's se-

cond square. If *then* the Black play his King to his Queen's Bishop's third square the White may move his King to his Queen's Bishop's second square; for though the Black should play the King's Knight's Pawn one step, the game will still be *drawn*, whether the Black *take* the White Pawn or *not*: in the *latter* case, both players will have a Queen: in the *former*, the King will overtake the Pawn.

## THIRD SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. Kt. P. at the adversary's K. Kt. fourth square.
The K. R. P. at the adversary's K. R. fourth square.
*W.* The K. at his second square.
The K. R. P. at its square.

This is a *drawn* game. If the player of the White have the move, it is obvious, that, by retiring his King to his Rook's square, he will very easily draw the game: and if the player of the Black have the first move, the White will *likewise draw* the game; ex.:

1.

*B.* The Kt. P. one step.
*W.* The R. P. one step. *(a) (b)*

2.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his B. square.

3.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his Kt. square.

*(a)* If the White were to take the Kt. P. he would lose the game; ex.:

*B.* . . . . . 1.
*W.* The P. takes the Kt. P.

2.
*B.* The R. P. takes it.
*W.* The K. to his *B.* square. *(or* *)

3.
*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his Kt. square.

4.
*B.* The P. to the adversary's K. Kt. second square.
*W.* The K. to his R. second square.

5.
*B.* The K. to the adversary's K. B. second square, &c.

*(b)* The White may equally *draw* the game by playing the following moves:

1.
*B.* The Kt. P. one step.
*W.* *The K. to his B. square.* If the Black take

*(Or* *)

*B.* . . . . . 2.
*W.* The K. to his square.

3.
*B.* The K. to the adversary's K. third square.
*W.* The K. to his B. square.

4.
*B.* The K. to the adversary's K. B. third square, and then the P. one step, &c.

4.

*B.* The Kt. P. one step.

*W.* The K. to his R. second square.

The Black is obliged to abandon his Knight's Pawn, as he can not support it without stalemating his adversary.

the P. the White will move his K. to his Kt. second square, and of course will easily *draw* the game; and if the Black, instead of taking the Pawn should play,

2.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his Kt. square, or the P. one step, &c.

## FOURTH SITUATION.

*B.* The K. at his B. second square.
The K. Kt. P. at its square.
The K. R. P. at its square.
*W.* The K. at his B. fourth square.
The K. R. P. at his square.

White to move; Black must win; ex.:

1.

*W.* The K. to the adversary's K. B. fourth square.
*B.* The R. P. one step.

2.

*W.* The K. to his B. fourth square.
*B.* The K. to his B. third square.

3.

*W.* The K. to his Kt. fourth square.
*B.* The K. to his Kt. third square.

4.

*W.* The K. to his R. fourth square.
*B.* The R. P. to its fourth square.

5.

*W.* The K. to his R. third square.
*B.* The K. to his Kt. fourth square.

6.

*W.* The K. to his Kt. third square.
*B.* The R. P. checks.

7.

*W.* The K. to his R. third square.

*B.* The K. to his R. fourth square.

8.

*W.* The K. to his Kt. second square.

*B.* The K. to the adversary's K. Kt. fourth square.

9.

*W.* The K. to his Kt. square. *(or a)*

*B.* The K. to the adversary's K. R. third square.

10.

*W.* The K. to his R. square.

*B.* The Kt. P. *two* steps. (It must be particularly observed, that, if the White K. should be at his *Kt.* square, the P. must be played only *one step*.)

11.

*W.* The K. to his Kt. square.

*B.* The Kt. P. to the adversary's K. Kt. fourth square.

12.

*W.* The K. to his R. square.

*B.* The Kt. P. to the adversary's K. Kt. third square.

13.

*W.* The P. takes it.

*B.* The R. P. takes the P.

14.

*W.* The K. to his Kt. square.

*B.* The P. to the adversary's K. Kt. second square, &c.

*(Or a)*

9.

*W.* The P. checks.
*B.* The K. to the adversary's K. B. fourth square.

10.

*W.* The K. to his B. second square.
*B.* The Kt. P. one step (to gain the move).

11.

*W.* The K to his Kt. second square.
*B.* The K. to the adversary's K. third square.

12.

*W.* The K. to his Kt. square.
*B.* The K. to the adversary's K. B. third square.

13.

*W.* The K. to his R. second square.
*B.* The K. to the adversary's K. B. second square.

14.

*W.* The K. to his R. square.
*B.* The K. to the adversary's K. Kt. third square, &c.

## FIFTH SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. Kt. P. at the adversary's K. Kt. fourth square.
The K. R. P. at the adversary's K. R. fourth square.

*W.* The K. at his second square.
The K. Kt. P. at its square.

Black to move; nevertheless White *draws* the game; ex.:

1.

*B.* The K. Kt. P. one step. *(or a) (or b) (or c)*

*W.* The K. to his B. square.

2.

*B.* The K. to the adversary's K. B. fourth square.

*W.* The K. to his Kt. square.

3.

*B.* The K. to the adversary's K. Kt. fourth square.

*W.* The K. to his R. square.

4.

*B.* The R. P. one step.

*W.* Must cautiously avoid taking it; instead of which, he must play his King to his Knight's square, and the game is *unquestionably drawn.*

*(Or a)*

1.

*B.* The R. P. one step.
*W.* The Kt. P. takes it.

2.

If the Black take with his P. the White will capture it in two moves: and, if he should play his

*B.* Kt. P. to the adversary's K. Kt. third square.
*W.* The P. to its K. R. fourth square.

3.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The P. to the adversary's K. R. fourth square.

4.

The Black is now compelled to play his King to his Knight's fourth square, and the White, moving his King to his Bishop's third square, obviously draws the game; each King capturing his adversary's Pawn.

*(Or b)*

1.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his B. second square.

2.

*B.* The Kt. P. checks.
*W.* The K. to his B. square.

3.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his Kt. square.

4.

*B.* The K. to the adversary's K. second square.
*W.* The K. to his R. square.

5.

*B.* The R. P. one step.
*W.* Must not take it, but he must play his K. to his Kt. square.

6.

*B.* The K. to the adversary's K. third square.
*W.* The Kt. P. takes the R. P.

7.

*B.* The K. to the adversary's K. B. third square.
*W.* The P. one step, &c. the drawn game is evident.

*(Or c)*

1.

*B.* The K. to his B. fourth square.
*W.* The K. to his B. second square.

2.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The P. to its K. Kt. third square, giving check.

3.

*B.* The R. P. takes and checks.
*W.* The K. to his Kt. square.

4.

*B.* The K. to his B. fourth square.
*W.* The K. takes the P.

5.

*B.* The K. to his Kt. fourth square.
*W.* The K. to his Kt. second square.

6.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. to his B. second square, &c.

## SIXTH SITUATION.

*B.* The K. at his R. fourth square.
The K. R. P. at the adversary's K. R. fourth square.
The K. Kt. P. at the adversary's K. Kt. third square.
The Q. B. P. at its square.
The Q. Kt. P. at its square.
The Q. R. P. at its square.

*W.* The K. at his Kt. square.
The Q. B. P. at the adversary's Q. B. fourth square.
The Q. Kt. P. at the adversary's Q. Kt. fourth square.
The Q. R. P. at the adversary's Q. R. fourth square.

The player of the White wins by a scientific move.

1.

*W.* The Q. Kt. P. to the adversary's Q. Kt. third square.

*B.* The Q. B. P. takes it. *(or a)*

2.

*W.* The Q. R. P. one step.

*B.* The Q. Kt. P. takes it.

*(Or a)*

*W.* . . . . . 1.

*B.* The Q. R. P. takes the Q. Kt. P.

2.

*W.* The Q. B. P. to the adversary's Q. B. third square.

*B.* The Q. Kt. P. takes it.

3.

*W.* The Q. R. P. to the adversary's Q. R. third square.

*B.* The K. to the adversary's K. Kt. fourth square.

4.

*W.* The P. to the adversary's Q. R. second square.

*B.* The K. to the adversary's K. B. third square.

5.

*W.* The P. becomes a Q.

*B.* The K. R. P. to the adversary's K. R. third square.

6.

*W.* The Q. takes the P. which is at the adversary's Q. B. third square, gives check, and easily wins the game.

3.

*W.* The Q. B. P. to the adversary's Q. B. third square.

*B.* The K. to the adversary's K. Kt. fourth square.

4.

*W.* The P. to the adversary's Q. B. second square.

*B.* The K. to the adversary's K. B. third square.

5.

*W.* The P. becomes a Q. and wins the game with facility.

## SEVENTH SITUATION.

*B.* The K. at the adversary's K. fourth square.
The K. B. P. at the adversary's K. B. third square.
The K. Kt. P. at the adversary's K. Kt. fourth square.
*W.* The K. at his B. second square.
The K. Kt. P. at its third square.

*Lolli* and *Cozio*, two celebrated Italian writers on Chess, call this a *drawn* game, whether the Black or the White play first: it may however be easily *won* by the Black, by sacrificing his K. B. P.; ex.:

*Suppose the* White *to move first*;

1.

*W.* The K. to his B. square.
*B.* The K. to the adversary's K. third square.

2.

*W.* The K. to his square.
*B.* The B. P. checks.

3.

*W.* The K. to his B. square.
*B.* The K. to the adversary's Q. second square.

4.

*W.* The K. takes the B. P.

*B.* The K. to the adversary's Q. third square.

5.

*W.* The K. to his B. square.

*B.* The K. to the adversary's K. third square.

6.

*W.* The K. to his Kt. second square.

*B.* The K. to the adversary's K. second square.

7.

*W.* The K. to his R. square.

*B.* The K. to the adversary's K. B. third square.

8.

*W.* The K. to his R. second square.

*B.* The K. to the adversary's K. B. second square.

9.

*W.* The K. to his R. square.

*B.* The K. takes the P.

10.

*W.* The K. to his Kt. square.

*B.* The K. to the adversary's K. R. third square.

11.

*W.* The K. to his R. square.

*B.* The P. to the adversary's K. Kt. third square.

12.

*W.* The K. to his Kt. square.

*B.* The P. one step; and it will of course become a Q. in two moves.

*Suppose the* Black *to have the move*;

1.

*B.* The K. to the adversary's Q. third square.
*W.* The K. to his B. square.

2.

*B.* The B. P. to the adversary's K. B. second square.
*W.* The K. takes it.

3.

*B.* The K. to the adversary's Q. second square.
*W.* The K. to his B. square.

4.

*B.* The K. to the adversary's K. third square.
*W.* The K. to his Kt. second square.

5.

*B.* The K. to the adversary's K. second square.
*W.* The K. to his Kt. square.

6.

*B.* The K. to the adversary's K. B. third square.
*W.* The K. to his R. second square.

7.

*B.* The K. to the adversary's K. B. second square, &c.

# SOLUTIONS

OF THE

# SEVENTY-FIVE SITUATIONS,

INSERTED IN VOL. I.

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# SOLUTION

OF

## THE FIRST SITUATION.

1.

*W.* The K. R. takes the K. R. P. and gives check.

*B.* The K. takes the K. R.

2.

*W.* The K. R. P. gives check.

*B.* The K. to his R. square.

3.

*W.* The Q. R. to its K. R. square, giving check.

*B.* The K. B. interposes at its R. third square.

4.

*W.* The Q. R. takes the K. B. and gives check.

*B.* The K. to his Kt. second square.

5.

*W.* The Q. R. to the adversary's K. R. second square, giving check.

*B.* The K. to his B. square. *(a)*

6.

*W.* The Q. B. being moved to the adversary's K. R. third square, gives check-mate.

*(a)* If the Black play the King to his Bishop's third square, you must check-mate him with your Queen's Bishop.

## SECOND SITUATION.

1.

*B.* Having the move, plays the Q. to the adversary's Q. B. fourth square.

*W.* Must not take the Q. but ought to play the Q. to the adversary's Q. R. fourth square.

2.

*B.* The Q. takes the Kt.

*W.* The Kt. to its Q. second square.

3.

*B.* The Q. to the adversary's Q. Kt. second square.

*W.* The K. R. to its Q. Kt. square.

4.

*B.* The Q. takes the Kt.

*W.* The Q. takes the Q. Kt.

5.

*B.* The Q. R. to its Kt. square. *(Or a)*

*W.* The Q. takes the Q. R. P. and gives check.

6.

*B.* The Q. Kt. P. takes the Q.

*W.* The Q. R. takes that Pawn, and gives checkmate.

*(Or a)*

5.

*B.* The Q. R. to its B. second square.
*W.* The Q. to the adversary's K. square, giving check.

6.

*B.* The K. to his Q. R. second square.
*W.* The Q. R. takes the Q. R. P. and gives check.

7.

*B.* The Q. Kt. P. takes the Q. R.
*W.* The Q. to the adversary's Q. Kt. square, giving check-mate.

## THIRD SITUATION.

1.

*W.* The R. to the adversary's K. Kt. second square, giving check.

*B.* The K. to his R. square.

2.

*W.* The R. to the adversary's K. R. second square, giving check.

*B.* The K. to his Kt. square.

3.

*W.* The Q. B. to its Q. fourth square.

*B.* The R. to its K. B. third square, giving check.

4.

*W.* The Q. B. takes the R.

*B.* The Kt. to its K. fourth square, giving check.

5.

*W.* The Q. B. takes the Kt.

*B.* The K. to his B. square.

6.

*W.* The K. to the adversary's K. B. third square.

*B.* The K. to his Kt. square.

7.

*W.* The R. to the adversary's K. Kt. second square, giving check.

*B.* The K. to his R. square.

8.

*W.* The K. to the adversary's K. Kt. third square.

*B.* The Q. P. or the Q. R. P, becomes a Q.

9.

*W.* The R. to the adversary's K. R. second square, giving double check.

*B.* The K. to his Kt. square.

10.

*W.* The R. to the adversary's K. R. square, giving check-mate.

## FOURTH SITUATION.

1.

*B.* The Q. takes the Kt.
*W.* The K. B. P. takes the Q.

2.

*B.* The R. takes the Q.
*W.* The K. Kt. P. two steps.

3.

*B.* The K. R. P. takes the P.
*W.* The Q. Kt. P. one step.

4.

*B.* The Q. R. P. takes the Q. Kt. P. *(Or a)*
*W.* The Q. R. P. one step.

5.

*B.* Can not prevent the White from going to Queen.

*(Or a)*

4.

*B.* The R. to its third square.

*W.* The Q. Kt. P. one step.

5.

*B.* Loses the game.

## FIFTH SITUATION.

1.

*B.* The K. Kt. P. two steps.
*W.* The Q. B. takes the K. Kt. P.

2.

*B.* The R. to its K. Kt. second square. *(or a)*
*W.* The Q. B. to the adversary's K. B. third square.

3.

*B.* The Q. to her second square.
*W.* The Q. to the adversary's K. Kt. third square, giving check.

4.

*B.* The R. takes the Q.
*W.* The R. to the adversary's K. R. square, giving check-mate.

*(Or a)*

2.

*B.* The K. R. P. takes the Q. B.

*W.* The Q. to her K. R. third square, giving check.

3.

*B.* The K. to his Kt. second square.

*W.* The Q. to the adversary's K. R. square, giving check-mate.

## SEVENTH SITUATION.

1.

*W.* The Q. R. takes the K. Kt. P. and checks.
*B.* The K. R. takes the R.

2.

*W.* The K. R. takes the K. R. P. and checks.
*B.* The K. to his Kt. square.

3.

*W.* The Kt. to the adversary's K. second square, giving check.
*B.* To avoid check-mate in two moves, is compelled to take the Kt. with the Q.

4.

*W.* The Q. takes the Q. &c.

## EIGHTH SITUATION.

1.

*W.* The Kt. takes the K. B. P.

*B.* The K. R. to the adversary's Q. square, giving check. *(a)*

2.

*W.* The Q. takes the K. R.

*B.* The K. Kt. P. takes the Kt. *(or b)*

3.

*W.* The R. takes the R. and checks.

*B.* The K. to his Kt. second square.

4.

*W.* The Q. to the adversary's Q. second square, giving check.

*B.* The K. to his R. third square.

5.

*W.* The R. to the adversary's K. Kt. square.

*B.* The Q. to the adversary's K. square, giving check.

6.

*W.* The K. to his R. second square.

*B.* The Q. to the adversary's K. third square.

7.

*W.* The Q. to the adversary's K. Kt. second square, giving check.

*B.* The K. to his R. fourth square.

*(a)* This is the only move to avoid check-mate.

*(Or b)*

2.

*B.* The Q. to her K. B. square.

3.

*W.* The Q. to the adversary's K. R. fourth square.
*B.* The Q. to her K. Kt. square. *(or c)*

4.

*W.* The Q. takes the K. R. P. and checks.
*B.* The Q. takes the Q.

5.

*W.* The R. takes the R. and checks.
*B.* The Q. interposes at her K. Kt. square.

6.

*W.* The R. takes the Q. and gives check-mate.

*(Or c)*

3.

*B.* The K. R. P. one step.

4.

*W.* The Q. takes the K. R. P. and checks.
*B.* The K. Kt. P. takes the Q.

5.

*W.* The R. to the adversary's K. R. second square, giving check-mate.

8.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to his R. third square.

9.

*W.* The Q. to her K. R. fourth square, giving check-mate.

## NINTH SITUATION.

1.

*B.* *The K. Kt. P. one step.*

*W.* The Q. R. to its K. Kt. third square.

2.

*B.* The K. Kt. P. takes the Q. *(or a) (or b) (or c)*

*W.* The Q. R. to the adversary's K. Kt. second square, giving check.

3.

*B.* The K. to his R. square.

*W.* The Q. R. takes the K. B. giving a discovered check.

4.

*B.* The K. R. interposes at its B. third square.

*W.* The Q. B. takes it, and checks.

5.

*B.* The K. to his Kt. square.

*W.* The K. R. to its K. Kt. square, giving check.

6.

*B.* The K. to his B. square.

*W.* The Q. R. takes the Q.

7.

*B.* The R. to its Q. Kt. square.

*W.* The K. R. to the adversary's K. Kt. second square, and then to the adversary's K. R. second square, in order to give check-mate at the adversary's K. R. square.

*(Or a)*

2.

*B.* The K. R. to its Kt. square.
*W.* The Q. takes the K. R. P. and checks.

3.

*B.* The K. takes the Q.
*W.* The K. to his Kt. second square, giving check with the K. R.

4.

*B.* The K. B. interposes at the adversary's K. R. fourth square.
*W.* The K. R. takes it, giving check-mate.

*(Or b)*

2.

*B.* The K. Kt. P. one step.
*W.* The K. to his Kt. second square.

3.

*B.* The K. B. to its third square.
*W.* The Q. takes the K. R. P. and checks.

4.

*B.* The K. to his Kt. square.
*W.* The Q. R. takes the K. Kt. P. and checks.

5.

*B.* The K. to his B. second square.
*W.* The Q. takes the K. B. and checks.

6.

*B.* The K. to his square.
*W.* The K. R. to its K. square, giving check.

7.

*B.* The K. to his Q. second square.
*W.* The Q. to the adversary's K. third square, giving check-mate.

*(Or c)*

2.

*B.* The K. B. to its Kt. fourth square. *

*W.* The Q. takes the K. B.

3.

*B.* The K. R. P. takes the Q.

*W.* The K. to his Kt. second square, giving a discovered check.

4.

*B.* The K. to his Kt. square.

*W.* The K. R. to the adversary's K. R. square, giving check.

5.

*B.* The K. to his B. second square.

*W.* The K. R. to the adversary's K. R. second square, giving check.

6.

*B.* The K. to his Kt. square.

*W.* The K. R. takes the Q. and will easily win the game.

* This is the *best* move that the Black can play in this situation; as he loses only a piece.

## TENTH SITUATION.

1.

*W.* The Q. to the adversary's Q. B. third square, giving check.

*B.* The K. Kt. P. one step.

2.

*W.* The Q. to her K. fourth square.

*B.* The K. R. P. to the adversary's K. R. third square.

3.

*W.* The Q. takes the K. Kt. P. and checks.

*B.* Is compelled to take the Queen, and the game is *drawn*, the White King being *stale-mated*.

## ELEVENTH SITUATION.

1.

*W.* The Q. R. takes the Q. P.
*B.* The K. P. takes the Q. R.

2.

*W.* The Kt. to the adversary's K. B. third square, giving check.
*B.* The K. Kt. P. takes the Kt.

3.

*W.* The K. R. to the adversary's K. square, giving check.
*B.* The K. to his Kt. second square.

4.

*W.* The Q. B. to the adversary's K. B. square, giving check.
*B.* The K. to his Kt. or R. square.

5.

*W.* The Q. B. to the adversary's K. R. third square, giving check-mate by discovering the K. R.

## TWELFTH SITUATION.

1.

*W.* The K. R. to its Q. square.

*B.* The Q. to the adversary's Q. Kt. second square.

2.

*W.* The K. R. to the adversary's Q. square, giving check.

*B.* The K. Kt. interposes at its square.

3.

*W.* The K. R. takes the K. Kt. and checks.

*B.* The K. takes the K. R.

4.

*W.* The K. P. to the adversary's K. second square, giving check with the K. B.

*B.* The Q. takes the K. B.

5.

*W.* The K. P. becomes a Q. and checks.

*B.* The K. R. interposes at its B. square.

6.

*W.* The Q. takes the R. and checks.

*B.* The K. takes the Q.

7.

*W.* The Q. R. P. takes the Q. and will win the game.

## THIRTEENTH SITUATION.

1.

*W.* The Q. R. to its K. Kt. square.
*B.* The K. B. takes it.

2.

*W.* The K. R. takes the Kt. and checks.
*B.* The K. R. takes the K. R.

3.

*W.* The game is drawn; the White King being *stale-mated*.

If at the second move the Black should not take the King's Rook, the White will nevertheless draw the game, by sacrificing his King's Rook for the Queen's Knight's Pawn, as the player of the Black will be unable to *win*, though he has a Pawn and a Bishop; that Pawn being on the Rook's file, and the Bishop of a colour different from that of the Rook's square on which the Pawn would become a Queen.

## FOURTEENTH SITUATION.

1.

*W.* The Q. to the adversary's Q. B. fourth square, giving check.

*B.* The Q. P. is compelled to take the Q.

2.

*W.* The K. R. to the adversary's Q. square, giving check-mate.

## TWENTY-SIXTH SITUATION.

1.

*W.* The Kt. to the adversary's K. third square, giving check.

*B.* The K. to his square.

2.

*W.* The Q. to the adversary's Q. square, giving check.

*B.* The K. B. takes the Q.

3.

*W.* The K. R. to the adversary's K. B. square, giving check.

*B.* The R. takes it.

4.

*W.* The Kt. to the adversary's K. Kt. second square, giving check-mate.

## TWENTY-SEVENTH SITUATION.

1.

*W.* The Kt. to the adversary's Q. third square, giving check.

*B.* The K. to his Q. square.

2.

*W.* The B. to its K. R. fourth square, giving check.

*B.* The K. B. P. one step.

3.

*W.* The B. takes it, and checks.

*B.* The K. B. takes the B.

4.

*W.* The Q. takes the K. B. and gives check-mate.

## TWENTY-EIGHTH SITUATION.

1.

*W.* The K. R. to the adversary's K. R. square, giving check.

*B.* The K. to his Q. Kt. second square.

2.

*W.* The K. R. to the adversary's Q. R. square.

*B.* The K. to his Q. Kt. third square.

3.

*W.* The Q. B. P. to the adversary's Q. B. fourth square, giving check.

*B.* The K. to his Q. Kt. second square.

4.

*W.* The Q. B. P. again checks.

*B.* The K. to his Q. Kt. third square.

5.

*W.* The Q. R. P. gives check-mate.

## TWENTY-NINTH SITUATION.

1.

*W.* The Kt. to its third square.
*B.* The K. to his Q. Kt. square.

2.

*W.* The R. to the adversary's Q. square, giving check.
*B.* The K. to his Q. R. second square.

3.

*W.* The Kt. to the adversary's Q. R. fourth square.
*B.* The P. is compelled to take the Kt.

4.

*W.* The P. which is at the adversary's Q. Kt. fourth square, gives check.
*B.* The K. to his Q. R. third square.

5.

*W.* The Q. Kt. P. gives check-mate.

## THIRTIETH SITUATION.

1.

*W.* The Q. R. to the adversary's K. R. fourth square, giving check.

*B.* The K. to his Kt. square.

2.

*W.* The K. R. to its K. Kt. third square, giving check.

*B.* The Q. interposes at her K. Kt. fourth square.

3.

*W.* The Q. to the adversary's K. Kt. second square, giving check.

*B.* The Q. takes the Q.

4.

*W.* The K. B. P. gives check.

*B.* The R. takes it.

5.

*W.* The K. P. takes the R. and gives check-mate.

## THIRTY-FIRST SITUATION.

1.

*W.* The Q. to the adversary's Q. B. second square, giving check.

*B.* The Kt. takes the Q.

2.

*W.* The R. to the adversary's Q. R. square, giving check.

*B.* The Kt. takes the R.

3.

*W.* The Kt. to the adversary's Q. second square, checking with the B.

*B.* The Kt. interposes.

4.

*W.* The P. takes the Kt. and checks.

*B.* The K. to his Q. R. square.

5.

*W.* The P. one step, giving check-mate.

## THIRTY-SECOND SITUATION.

1.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

2.

*W.* The Kt. to the adversary's K. B. third square, giving check.
*B.* The K. to his B. square.

3.

*W.* The K. P. gives check.
*B.* The Q. Kt. takes it.

4.

*W.* The R. to the adversary's K. B. second square, giving check.
*B.* The K. Kt. takes it.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-THIRD SITUATION.

1.

*W.* The K. R. to the adversary's Q. Kt. square, giving check.

*B.* The K. to his R. second square. *(or a)*

2.

*W.* The Q. R. takes the K. Kt. P. and gives check.

*B.* The K. is compelled to take it.

3.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to his B. second square.

4.

*W.* The Q. to the adversary's K. Kt. third square, giving check.

*B.* The K. to his second square.

5.

*W.* The Q. to the adversary's K. square, or to the adversary's K. Kt. second square, giving check-mate.

*(Or a)*

*W.* . . . . . 1.
*B.* The K. R. interposes at its Q. square.

2.

*W.* The Q. to the adversary's K. B. square, giving check.
*B.* The K. R. takes the Q.

3.

*W.* The Q. R. takes the K. R. and gives check.
*B.* The K. to his R. second square.

4.

*W.* The Q. R. to the adversary's K. R. second square, giving check-mate.

## THIRTY-FOURTH SITUATION.

1.

*W.* The Q. R. to the adversary's K. B. square, giving check.

*B.* The K. to his Kt. second square.

2.

*W.* The Q. B. to the adversary's K. R. third square, giving check.

*B.* The K. takes it.

3.

*W.* The Q. R. to the adversary's K. Kt. square.

*B.* The Q. B. to its K. B. second square (or any other move).

4.

*W.* The K. R. to the adversary's K. R. fourth square, giving check.

*B.* The Q. B. takes the K. R.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-FIFTH SITUATION.

1.

*W.* The Q. takes the K. B. P. and gives check.
*B.* The K. to his R. square.

2.

*W.* The Q. Kt. to the adversary's K. B. third square.
*B.* The Q. R. P. one step. (If he take either of your pieces, you may immediately check-mate him.)

3.

*W.* The Q. to the adversary's K. Kt. third square.
*B.* The Q. B. to its K. Kt. square.

4.

*W.* The Q. to the adversary's K. R. second square, giving check.
*B.* The Q. B. takes the Q.

5.

*W.* The K. Kt. to the adversary's K. B. second square, giving check-mate.

## THIRTY-SIXTH SITUATION.

1.

*W.* The Kt. to his K. B. third square.
*B.* The K. to the adversary's Q. R. square.

2.

*W.* The Kt. to his Q. fourth square.
*B.* The K. to the adversary's Q. R. second square.

3.

*W.* The Kt. to his K. second square.
*B.* The K. to the adversary's Q. R. square.

4.

*W.* The Kt. to his Q. B. square.
*B.* Is compelled to move his Q. R. P.

5.

*W.* The Kt. to its third square, giving check-mate.

## THIRTY-SEVENTH SITUATION.

1.

*W.* The Q. to the adversary's K. R. third square.
*B.* The Q. to her K. B. square.

2.

*W.* The Q. takes the K. R. P. and gives check.
*B.* The K. takes the Q.

3.

*W.* The Q. R. to its K. R. square, giving check.
*B.* The Q. interposes at its K. R. third square.

4.

*W.* The Q. R. takes the Q. and gives check.
*B.* The K. takes the Q. R.

5.

*W.* The K. R. gives check-mate.

## THIRTY-EIGHTH SITUATION.

1.

*W.* The R. to its Q. third square.
*B.* The K. to his R. square.

2.

*W.* The R. to the adversary's Q. second square.
*B.* The K. to his Kt. square.

3.

*W.* The K. to the adversary's K. square.
*B.* The K. to his R. square.

4.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

5.

*W.* The P. one step, gives check-mate.

## THIRTY-NINTH SITUATION.

1.

*W.* The R. P. one step.
*B.* The K. B. to its square.

2.

*W.* The K. B. to the adversary's Q. fourth square.
*B.* The Kt. to its second square.

3.

*W.* The K. B. takes it.
*B.* The K. to his Kt. square.

4.

*W.* The K. B. to the adversary's Q. fourth square, giving check.
*B.* The K. to his R. square.

5.

*W.* The K. B. to its Q. R. second square.
*B.* Is compelled to move the K. B.

6.

*W.* The P. or the B. takes the Kt. P. giving check-mate.

## THIRTY-SECOND SITUATION.

1.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

2.

*W.* The Kt. to the adversary's K. B. third square, giving check.
*B.* The K. to his B. square.

3.

*W.* The K. P. gives check.
*B.* The Q. Kt. takes it.

4.

*W.* The R. to the adversary's K. B. second square, giving check.
*B.* The K. Kt. takes it.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-THIRD SITUATION.

1.

*W.* The K. R. to the adversary's Q. Kt. square, giving check.

*B.* The K. to his R. second square. *(or a)*

2.

*W.* The Q. R. takes the K. Kt. P. and gives check.

*B.* The K. is compelled to take it.

3.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to his B. second square.

4.

*W.* The Q. to the adversary's K. Kt. third square, giving check.

*B.* The K. to his second square.

5.

*W.* The Q. to the adversary's K. square, or to the adversary's K. Kt. second square, giving check-mate.

*(Or a)*

*W.* . . . . . 1.
*B.* The K. R. interposes at its Q. square.

2.

*W.* The Q. to the adversary's K. B. square, giving check.
*B.* The K. R. takes the Q.

3.

*W.* The Q. R. takes the K. R. and gives check.
*B.* The K. to his R. second square.

4.

*W.* The Q. R. to the adversary's K. R. second square, giving check-mate.

## THIRTY-FOURTH SITUATION.

1.

*W.* The Q. R. to the adversary's K. B. square, giving check.

*B.* The K. to his Kt. second square.

2.

*W.* The Q. B. to the adversary's K. R. third square, giving check.

*B.* The K. takes it.

3.

*W.* The Q. R. to the adversary's K. Kt. square.

*B.* The Q. B. to its K. B. second square (or any other move).

4.

*W.* The K. R. to the adversary's K. R. fourth square, giving check.

*B.* The Q. B. takes the K. R.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-FIFTH SITUATION.

1.

*W.* The Q. takes the K. B. P. and gives check.
*B.* The K. to his R. square.

2.

*W.* The Q. Kt. to the adversary's K. B. third square.
*B.* The Q. R. P. one step. (If he take either of your pieces, you may immediately check-mate him.)

3.

*W.* The Q. to the adversary's K. Kt. third square.
*B.* The Q. B. to its K. Kt. square.

4.

*W.* The Q. to the adversary's K. R. second square, giving check.
*B.* The Q. B. takes the Q.

5.

*W.* The K. Kt. to the adversary's K. B. second square, giving check-mate.

## THIRTY-SIXTH SITUATION.

1.

*W.* The Kt. to his K. B. third square.
*B.* The K. to the adversary's Q. R. square.

2.

*W.* The Kt. to his Q. fourth square.
*B.* The K. to the adversary's Q. R. second square.

3.

*W.* The Kt. to his K. second square.
*B.* The K. to the adversary's Q. R. square.

4.

*W.* The Kt. to his Q. B. square.
*B.* Is compelled to move his Q. R. P.

5.

*W.* The Kt. to its third square, giving check-mate.

## THIRTY-SEVENTH SITUATION.

1.

*W.* The Q. to the adversary's K. R. third square.
*B.* The Q. to her K. B. square.

2.

*W.* The Q. takes the K. R. P. and gives check.
*B.* The K. takes the Q.

3.

*W.* The Q. R. to its K. R. square, giving check.
*B.* The Q. interposes at its K. R. third square.

4.

*W.* The Q. R. takes the Q. and gives check.
*B.* The K. takes the Q. R.

5.

*W.* The K. R. gives check-mate.

## THIRTY-EIGHTH SITUATION.

1.

*W.* The R. to its Q. third square.
*B.* The K. to his R. square.

2.

*W.* The R. to the adversary's Q. second square.
*B.* The K. to his Kt. square.

3.

*W.* The K. to the adversary's K. square.
*B.* The K. to his R. square.

4.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

5.

*W.* The P. one step, gives check-mate.

## THIRTY-NINTH SITUATION.

1.

*W.* The R. P. one step.
*B.* The K. B. to its square.

2.

*W.* The K. B. to the adversary's Q. fourth square.
*B.* The Kt. to its second square.

3.

*W.* The K. B. takes it.
*B.* The K. to his Kt. square.

4.

*W.* The K. B. to the adversary's Q. fourth square, giving check.
*B.* The K. to his R. square.

5.

*W.* The K. B. to its Q. R. second square.
*B.* Is compelled to move the K. B.

6.

*W.* The P. or the B. takes the Kt. P. giving check-mate.

## THIRTY-SECOND SITUATION.

1.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

2.

*W.* The Kt. to the adversary's K. B. third square, giving check.
*B.* The K. to his B. square.

3.

*W.* The K. P. gives check.
*B.* The Q. Kt. takes it.

4.

*W.* The R. to the adversary's K. B. second square, giving check.
*B.* The K. Kt. takes it.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-THIRD SITUATION.

1.

*W.* The K. R. to the adversary's Q. Kt. square, giving check.

*B.* The K. to his R. second square. *(or a)*

2.

*W.* The Q. R. takes the K. Kt. P. and gives check.

*B.* The K. is compelled to take it.

3.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to his B. second square.

4.

*W.* The Q. to the adversary's K. Kt. third square, giving check.

*B.* The K. to his second square.

5.

*W.* The Q. to the adversary's K. square, or to the adversary's K. Kt. second square, giving check-mate.

*(Or a)*

*W.* . . . . . 1.
*B.* The K. R. interposes at its Q. square.

2.

*W.* The Q. to the adversary's K. B. square, giving check.
*B.* The K. R. takes the Q.

3.

*W.* The Q. R. takes the K. R. and gives check.
*B.* The K. to his R. second square.

4.

*W.* The Q. R. to the adversary's K. R. second square, giving check-mate.

## THIRTY-FOURTH SITUATION.

1.

*W.* The Q. R. to the adversary's K. B. square, giving check.

*B.* The K. to his Kt. second square.

2.

*W.* The Q. B. to the adversary's K. R. third square, giving check.

*B.* The K. takes it.

3.

*W.* The Q. R. to the adversary's K. Kt. square.

*B.* The Q. B. to its K. B. second square (or any other move).

4.

*W.* The K. R. to the adversary's K. R. fourth square, giving check.

*B.* The Q. B. takes the K. R.

5.

*W.* The K. Kt. P. one step, giving check-mate.

## THIRTY-FIFTH SITUATION.

1.

*W.* The Q. takes the K. B. P. and gives check.
*B.* The K. to his R. square.

2.

*W.* The Q. Kt. to the adversary's K. B. third square.
*B.* The Q. R. P. one step. (If he take either of your pieces, you may immediately check-mate him.)

3.

*W.* The Q. to the adversary's K. Kt. third square.
*B.* The Q. B. to its K. Kt. square.

4.

*W.* The Q. to the adversary's K. R. second square, giving check.
*B.* The Q. B. takes the Q.

5.

*W.* The K. Kt. to the adversary's K. B. second square, giving check-mate.

## THIRTY-SIXTH SITUATION.

1.

*W.* The Kt. to his K. B. third square.
*B.* The K. to the adversary's Q. R. square.

2.

*W.* The Kt. to his Q. fourth square.
*B.* The K. to the adversary's Q. R. second square.

3.

*W.* The Kt. to his K. second square.
*B.* The K. to the adversary's Q. R. square.

4.

*W.* The Kt. to his Q. B. square.
*B.* Is compelled to move his Q. R. P.

5.

*W.* The Kt. to its third square, giving check-mate.

## THIRTY-SEVENTH SITUATION.

1.

*W.* The Q. to the adversary's K. R. third square.
*B.* The Q. to her K. B. square.

2.

*W.* The Q. takes the K. R. P. and gives check.
*B.* The K. takes the Q.

3.

*W.* The Q. R. to its K. R. square, giving check.
*B.* The Q. interposes at its K. R. third square.

4.

*W.* The Q. R. takes the Q. and gives check.
*B.* The K. takes the Q. R.

5.

*W.* The K. R. gives check-mate.

## THIRTY-EIGHTH SITUATION.

1.

*W.* The R. to its Q. third square.
*B.* The K. to his R. square.

2.

*W.* The R. to the adversary's Q. second square.
*B.* The K. to his Kt. square.

3.

*W.* The K. to the adversary's K. square.
*B.* The K. to his R. square.

4.

*W.* The R. to the adversary's K. R. second square, giving check.
*B.* The K. to his Kt. square.

5.

*W.* The P. one step, gives check-mate.

## THIRTY-NINTH SITUATION.

1.

*W.* The R. P. one step.
*B.* The K. B. to its square.

2.

*W.* The K. B. to the adversary's Q. fourth square.
*B.* The Kt. to its second square.

3.

*W.* The K. B. takes it.
*B.* The K. to his Kt. square.

4.

*W.* The K. B. to the adversary's Q. fourth square, giving check.
*B.* The K. to his R. square.

5.

*W.* The K. B. to its Q. R. second square.
*B.* Is compelled to move the K. B.

6.

*W.* The P. or the B. takes the Kt. P. giving check-mate.

## FORTIETH SITUATION.

1.

*W.* The Q. to the adversary's Q. B. square, giv. check.

*B.* The K. to his Kt. second square.

2.

*W.* The Q. to the adversary's Q. second square, giving check

*B.* The K. to his B. third square.

3.

*W.* The Q. to the adversary's K. third square, giving check,

*B.* The K. to his Kt. second square.

4.

*W.* The Q. to the adversary's K. second square, giving check.

*B.* The K. to his R. third square.

5.

*W.* The Q. takes the K. R. P. and gives check.

*B.* The Q. B. takes the Q.

6.

*W.* The K. Kt. to the adversary's K. B. second square, giving check.

*B.* The K. to his R. fourth square.

7.

*W.* The R. to the adversary's K. Kt. fourth square, giving check-mate.

## FORTY-FIRST SITUATION.

1.

*W.* The Q. to the adversary's K. fourth square, giving check.

*B.* The K. to his Q. R. square.

2.

*W.* The Kt. to the adversary's Q. B. second square, giving check.

*B.* The K. to his Q. Kt. square.

3.

*W.* The Kt. takes the Q. R. and checks by discovery.

*B.* The K. to his Q. R. square.

4.

*W.* The Kt. to the adversary's Q. B. second square, giving check.

*B.* The K. to his Kt. square.

5.

*W.* The Kt. to the adversary's Q. R. third square, giving double check.

*B.* The K. to his Q. R. square.

6.

*W.* The Q. to the adversary's Q. Kt. square, giving check.

*B.* The K. R. takes the Q.

7.

*W.* The Kt. to the adversary's Q. B. second square, giving check-mate.

## FORTY-SECOND SITUATION.

1.

*W.* The K. B. to the adversary's K. Kt. square.

*B.* The K. R. P. one step.

2.

*W.* The Q. to the adversary's K. square.

*B.* The Q. to her K. fourth square.

3.

*W.* The K. B. to the adversary's K. third square, checking by discovery.

*B.* The K. to his R. second square.

4.

*W.* The Q. to the adversary's K. Kt. square, giving check.

*B.* The K. to his Kt. third square.

5.

*W.* The K. B. to the adversary's K. B. second square, giving check.

*B.* The K. to his B. fourth square. *(or a)*

6.

*W.* The Q. to the adversary's K. R. second square, giving check.

*B.* The K. to his Kt. fourth square.

7.

*W.* The Q. to the adversary's K. Kt. third square, giving check-mate.

*(Or a)*

*W.* . . . . . 5.

*B.* The K. to his Kt. fourth square.

6.

*W.* The K. B. P. two steps, giving check to K. and Q. &c.

## FORTY-THIRD SITUATION.

1.

*W.* The K. B. to its third square, giving check.
*B.* The K. to the adversary's K. Kt. square.

2.

*W.* The K. B. to its R. square.
*B.* The K. takes the K. B.

3.

*W.* The K. to his B. square.
*B.* The Q. P. one step.

4.

*W.* The K. P. takes it.
*B.* The K. P. one step.

5.

*W.* The P. to the adversary's Q. third square.
*B.* The K. P. one step.

6.

*W.* The P. to the adversary's Q. second square.
*B.* The K. P. to the adversary's K. second square, giving check.

7.

*W.* The K. takes it.
*B.* The K. to the adversary's K. Kt. second square.

8.

*W.* The P. becomes a Q.
*B.* The P. becomes a Q.

9.

*W.* The Q. to the adversary's K. Kt. fourth square, giving check.

*B.* The K. to the adversary's K. R. third square.

10.

*W.* The Q. to the adversary's K. R. fourth square, giving check.

*B.* The K. to the adversary's K. Kt. second square.

11.

*W.* The Q. to her K. Kt. fourth square, giving check.

*B.* The K. to the adversary's K. R. second square.

12.

*W.* The K. to his B. second square.

*B.* Can not avoid check-mate in two moves.

## FORTY-FOURTH SITUATION.

1.

*W.* The Q. to the adversary's Q. R. third square.
*B.* The R. to its Kt. square.

2.

*W.* The K. Kt. to its Q. fourth square.
*B.* The Q. to her R. fourth square.

3.

*W.* The K. Kt. to the adversary's Q. Kt. fourth square.
*B.* Is compelled to take it with his Q.

4.

*W.* The Q. takes the Q.
*B.* The R. to its B. square.

5.

*W.* The Q. to the adversary's Q. R. third square.
*B.* The R. to its Kt. square.

6.

*W.* The Kt. to its B. third square.
*B.* The Q. Kt. P. one step.

7.

*W.* The Kt. to the adversary's Q. fourth square.
*B.* The R. to its Kt. third square.

8.

*W.* The Q. to the adversary's Q. B. square, giving check.

*B.* The R. interposes at its Kt. square.

9.

*W.* The Kt. takes the Q. B. P. giving checkmate.

## FORTY-FIFTH SITUATION.

1.

*W.* The K. to his Q. Kt. third square.
*B.* The P. one step.

2.

*W.* The K. to his Q. B. second square.
*B.* The Kt. to the adversary's Q. fourth square, giving check.

3.

*W.* The K. to his Q. B. square.
*B.* The Kt. to the adversary's Q. Kt. third square, giving check.

4.

*W.* The K. to his Q. B. second square.
*B.* The Kt. to the adversary's Q. second square.

5.

*W.* The K. to his Q. B. square, and will make a drawn game, as the Black can never remove him from his Q. B. square, or Q. B. second square.

## FORTY-SIXTH SITUATION.

1.

*W.* The Kt. to the adversary's K. B. fourth square.
*B.* The K. to his B. square.

2.

*W.* The Kt. to the adversary's K. second square.
*B.* The K. to his square.

3.

*W.* The Kt. to the adversary's K. Kt. third square.
*B.* The K. to his Q. square.

4.

*W.* The Kt. to the adversary's K. B. square.
*B.* The K. to his square.

5.

*W.* The Kt. to the adversary's Q. second square.
*B.* The K. to his Q. square.

6.

*W.* The Kt. to the adversary's K. B. third square.
*B.* The K. to his Q. B. square.

7.

*W.* The Kt. to the adversary's K. square.
*B.* The K. to his Q. square.

8.

*W.* The Kt. to the adversary's Q. B. second square.

*B.* The K. to his Q. B. square.

9.

*W.* The Kt. to the adversary's K. third square.

*B.* The K. to his Q. Kt. square.

10.

*W.* The R. to the adversary's K. R. square, giving check-mate.

## FORTY-SEVENTH SITUATION.

1.

*W.* The Kt. to the adversary's B. fourth square.

*B.* The K. to his B. square.

2.

*W.* The Kt. to the adversary's K. second square.

*B.* The K. to his square.

3.

*W.* The Kt. to the adversary's K. Kt. third square.

*B.* The K. to his Q. square.

4.

*W.* The Kt. to the adversary's K. B. square.

*B.* The K. to his square.

5.

*W.* The Kt. to the adversary's Q. second square.

*B.* The K. to his Q. square.

6.

*W.* The Kt. to the adversary's K. B. third square.

*B.* The K. to his Q. B. square.

7.

*W.* The Kt. to the adversary's K. square.

*B.* The K. to his Q. square.

8.

*W.* The Kt. to the adversary's Q. B. second square.

*B.* The K. to his Q. B. square.

9.

*W.* The Kt. to the adversary's K. third square.
*B.* The K. to his Q. Kt. square.

10.

*W.* The Kt. to the adversary's Q. square.
*B.* The K. to his Q. B. square.

11.

*W.* The Kt. to the adversary's Q. Kt. second square.
*B.* The K. to his Q. Kt. square.

12.

*W.* The Kt. to the adversary's Q. third square.
*B.* The K. to his Q. R. square.

13.

*W.* The Kt. to the adversary's Q. B. square.
*B.* The K. to his Q. Kt. square.

14.

*W.* The Kt. to the adversary's Q. R. second square.
*B.* The K. to his Q. R. square.

15.

*W.* The P. two steps.
*B.* The K. to his Q. Kt. square.

16.

*W.* The P. one step.
*B.* The K. to his Q. R. square.

17.

*W.* The P. one step.

*B.* The K. to his Q. Kt. square.

18.

*W.* The Kt. to the adversary's Q. B. third square, giving check.

*B.* The K. to his Q. *Rook's*, or Q. *Bishop's* square.

19.

*W.* The P. gives check-mate.

## FORTY-EIGHTH SITUATION.

1.

*W.* The Q. to the adversary's K. B. square, giving check.

*B.* The K. to his R. second square.

2.

*W.* The B. to its Q. third square, giving check.

*B.* The K. Kt. P. one step.

3.

*W.* The R. to the adversary's K. Kt. fourth square.

*B.* Is compelled to take it with the K. R. P.

4.

*W.* The K. R. P. one step.

*B.* The P. (which is at its K. Kt. fourth square) one step.

5.

*W.* The B. to its K. fourth square.

*B.* The P. to the adversary's K. Kt. third square.

6.

*W.* The B. to its Kt. second square.

*B.* The K. Kt. P. one step.

7.

*W.* The Q. to the adversary's K. B. third square.
*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

8.

*W.* The B. to its K. fourth square, giving check.
*B.* The K. to his Kt. square.

9.

*W.* The P. gives check-mate.

## FORTY-NINTH SITUATION.

1.

*W.* The Kt. to its K. third square.
*B.* The K. to his Kt. square.

2.

*W.* The Kt. to its fourth square.
*B.* The K. to his R. square.

3.

*W.* The Kt. to the adversary's K. B. third square.
*B.* The K. Kt. P. is compelled to take the Kt.

4.

*W.* The K. to the adversary's K. B. second square.
*B.* The K. Kt. P. one step.

5.

*W.* The K. Kt. P. one step, giving check.
*B.* The K. to his R. second square.

6.

*W.* The K. Kt. P. becomes a Q. and gives checkmate.

## FIFTIETH SITUATION.

1.

*W.* The K. R. to its square.
*B.* The K. takes it.

2.

*W.* The K. to his B. second square.
*B.* The Q. Kt. P. one step.

3.

*W.* The Q. R. P. takes it.
*B.* The Q. R. P. one step.

4.

*W.* The P. to the adversary's Q. Kt. third square.
*B.* The P. to the adversary's Q. R. third square.

5.

*W.* The P. to the adversary's Q. Kt. second square.
*B.* The P. to the adversary's Q. R. second square.

6.

*W.* The P. becomes a Q.
*B.* The P. becomes a Q.

7.

*W.* The Q. to the adversary's Q. Kt. second square, giving check-mate.

## FIFTY-FIRST SITUATION.

1.

*W.* The R. to its K. B. fourth square.

*B.* The R. to the adversary's K. R. square.

2.

*W.* The R. to its K. fourth square, giving check.

*B.* The K. to his Q. second square.

3.

*W.* The K. to the adversary's K. B. second square.

*B.* The R. to the adversary's K. B. square, giving check.

4.

*W.* The K. to the adversary's K. Kt. third square.

*B.* The R. to the adversary's K. Kt. square, giving check.

5.

*W.* The K. to the adversary's K. B. (or K. R.) third square.

*B.* The R. to the adversary's K. B. square (or K. R. square), giving check.

6.

*W.* The K. to the adversary's K. Kt. fourth square.

*B.* The R. to the adversary's K. Kt. square, giving check.

7.

*W.* The R. interposes at its K. Kt. fourth square.

*B.* The R. takes it.

8.

*W.* The K. takes the R. and of course will easily win the game.

## FIFTY-SECOND SITUATION.

The player of the White men must carefully abstain from playing his King; and he must likewise observe to keep his Bishop on the *great diagonal*. If the player of the Blacks should force his adversary's Bishop with his Q. B. P. he will nevertheless be unable to win the game; ex.:

1.

*W.* The B. to the adversary's K. B. third square.
*B.* The Q. B. P. one step.

2.

*W.* The B. to the adversary's K. Kt. second square.
*B.* The Q. B. P. to the adversary's Q. B. fourth square.

3.

*W.* The B. to the adversary's K. R. square.
*B.* The K. to the adversary's Q. third square.

4.

*W.* The B. to its Kt. second square.
*B.* The Q. B. P. one step.

5.

*W.* The B. takes it.
*B.* If the K. take the B. the White K. will be stalemated; and if the Black decline taking the B. the White, by keeping his B. on that diagonal, will obviously draw the game.

## FIFTY-THIRD SITUATION.

1.

*W.* The K. to his B. fourth square.
*B.* The K. to his third square.

2.

*W.* The R. to its K. third square, giving check.
*B.* The K. to its B. third square.

3.

*W.* The R. to its Q. R. third square.
*B.* If the Black take the R. the White will be stale-mated; therefore the Black must play his R. either to his Q. Kt. or Q. B. fourth square.

4.

*W.* The R. to the adversary's Q. R. third square, giving check.
*B.* The K. to his second square.

5.

*W.* The K. takes the K. B. P.
*B.* The Q. P. one step, checking with the R.

6.

*W.* The K. to his fourth square.
*B.* The R. to the adversary's Q. B. fourth square.

7.

*W.* The K. to the adversary's Q. fourth square.

*B.* The R. to the adversary's Q. Kt. fourth square.

8.

*W.* The K. to the adversary's Q. B. fourth square, and will win the P. &c.

## FIFTY-FOURTH SITUATION.

1.

*W.* The B. to the adversary's Q. Kt. third square. *(a)*

*B.* The R. to the adversary's Q. R. square.

2.

*W.* The B. to its K. Kt. square.

*B.* The R. takes the R. *(b)*

3.

*W.* Is stale-mated.

*(a)* When you play the Bishop to the adversary's Queen's Knight's third square, if the Black take it with his King, you must take his Queen's Knight's Pawn, giving check, and then play your King to his Knight's square, which of course will draw the game.

*(b)* If the Black, instead of taking your Rook with his, were to play it to your Queen's Rook's second square, you would win the game by playing your Bishop to your Queen's fourth square.

## FIFTY-FIFTH SITUATION.

1.

*W.* The R. to the adversary's K. B. square, giving check.

*B.* The K. to his Q. R. second square.

2.

*W.* The R. to the adversary's Q. R. square, giving check.

*B.* The K. takes it.

3.

*W.* The Q. to the adversary's K. B. square, giving check.

*B.* The K. to his Q. R. second square.

4.

*W.* The Q. to the adversary's Q. B. fourth square, giving check.

*B.* The Q. takes the Q.

5.

*W.* Is stale-mated.

## FIFTY-SIXTH SITUATION.

1.

*W.* The Kt. to its Q. B. second square, giving check.

*B.* The K. to the adversary's Q. B. third square.

2.

*W.* The Kt. to its Q. R. square.

*B.* The K. to the adversary's Q. Kt. second square.

3.

*W.* The K. to his Q. second square.

*B.* The K. takes the Kt.

4.

*W.* The K. to his Q. B. square.

*B.* The Q. B. P. one step.

5.

*W.* The K. to his Q. B. second square.

*B.* The Q. B. P. to its fourth square.

6.

*W.* The K. to his Q. B. square.

*B.* The Q. B. P. to the adversary's Q. B. fourth square.

7.

*W.* The K. to his Q. B. second square.

*B.* The Q. B. P. to the adversary's Q. B. third square.

8.

*W.* The K. to his Q. B. square.

*B.* The K. Kt. P. one step. *(a)*

9.

*W.* The K. R. P. takes it. *(b)*

*B.* The Q. B. P. to the adversary's Q. B. second square.

10.

*W.* Whether the K. take that Pawn, or whether the White Pawn be played, the Black is stale-mated, and the game is consequently drawn.

*(a)* If the Black, at the eighth move, had played his Queen's Bishop's Pawn instead of his King's Knight's Pawn, you would have won the game; ex.:

*W.* . . . . 8.
*B.* The Q. B. P. to the adversary's Q. B. second square.

9.
*W.* The K. takes it.
*B.* The K. Kt. P. one step.

10.
*W.* The K. R. P. must not take it, but must be moved one step.
*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

11.
*W.* The P. to the adversary's K. R. third square.
*B.* The P. to the adversary's K. Kt. third square.

12.
*W.* The P. to the adversary's K. R. second square.
*B.* The P. to the adversary's K. Kt. second square.

13.
*W.* The P. becomes a B. or a Q. and gives checkmate.

*(b)* If, at the ninth move, you had played your King's Rook's Pawn to the adversary's King's Rook's fourth square, instead of taking the King's Knight's Pawn, you would have lost the game; ex.:

9.
*W.* The K. R. P. to the adversary's K. R. fourth square.
*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

10.

*W.* The K. R. P. to the adversary's K. R. third square.

*B.* The K. Kt. P. to the adversary's K. Kt. third square.

11.

*W.* The K. R. P. to the adversary's K. R. second square.

*B.* The K. Kt. P. to the adversary's K. Kt. second square.

12.

*W.* The K. R. P. becomes a Q.

*B.* The K. Kt. P. becomes a Q. and gives check.

13.

*W.* The K. to his Q. B. second square.

*B.* The Q. to the adversary's Q. Kt. square, giving check.

14.

*W.* The K. is compelled to take the Q. B. P.

*B.* The Q. to the adversary's Q. Kt. second square, giving check, then takes the White Q. and, of course, wins the game.

## FIFTY-SEVENTH SITUATION.

1.

*W.* The Q. to the adversary's K. B. third square.
*B.* The K. to his Kt. square.

2.

*W.* The K. to his Kt. fourth square.
*B.* The K. to his R. second square.

3.

*W.* The K. Kt. P. one step.
*B.* The K. to his Kt. square.

4.

*W.* The R. to the adversary's K. square, giving check.
*B.* The K. to his R. second square.

5.

*W.* The Q. to the adversary's K. second square.
*B.* The K. to his Kt. third square.

6.

*W.* The Kt. to its K. B. fourth square, giving check.
*B.* The K. to his Kt. second square.

7.

*W.* The K. to the adversary's K. R. fourth square.
*B.* The K. to his R. second square.

8.

*W.* The K. Kt. P. to its fourth square.
*B.* The K. to his Kt. second square.

9.

*W.* The Kt. to the adversary's Q. fourth square.
*B.* The K. to his R. second square.

10.

*W.* The R. to the adversary's Q. square, *to gain the move.*
*B.* The K. to his Kt. second square.

11.

*W.* The Q. to the adversary's K. B. third square, giving check.
*B.* The K. to his R. second square.

12.

*W.* The Q. to the adversary's K. Kt. third square, giving check.
*B.* The K. B. P. is compelled to take the Q. and to give check-mate.

## FIFTY-EIGHTH SITUATION.

1.

*W.* The Q. to the adversary's Q. third square, giving check.

*B.* The Q. B. P. is compelled to take the Q.

2.

*W.* The R. to its K. B. fourth square.

*B.* The Q. B. P. to its Q. fourth square.

3.

*W.* The K. Kt. to its K. fourth square, giving check.

*B.* The Q. B. P. is compelled to take it.

4.

*W.* The Q. B. to its K. third square.

*B.* The Q. B. P. is obliged to take the K. B. P.

5.

*W.* The Q. Kt. to its K. B. second square.

*B.* The Q. B. P. is forced to take the K. Kt. P. and to give check-mate.

## FIFTY-NINTH SITUATION.

1.

*W.* The K. Kt. takes the K. Kt. P. and gives check.

*B.* The Q. B. is obliged to take the K. Kt.

2.

*W.* The Q. Kt. takes the K. R. P. giving check.

*B.* The Q. B. is compelled to take that Kt.

3.

*W.* The Q. to her K. Kt. second square, giving check.

*B.* The Q. B. being forced to take her, gives check-mate.

## SIXTIETH SITUATION.

1.

*W.* The R. to the adversary's K. square, giving check.

*B.* The Kt. interposes at its Q. Kt. square.

2.

*W.* The K. to the adversary's Q. R. fourth square.

*B.* The K. R. P. to the adversary's K. R. third square.

3.

*W.* The R. to the adversary's K. R. square.

*B.* The K. R. P. to the adversary's K. R. second square.

4.

*W.* The Q. R. P. two steps.

*B.* The K. R. P. becomes a Q.

5.

*W.* The R. takes the Q.

*B.* The Kt. is obliged to move to its Q. B. third square, and to give check-mate.

## SIXTY-FIRST SITUATION.

1.

*B.* The R. to the adversary's K. Kt. square, giving check.

*W.* The K. to the adversary's K. R. fourth square.

2.

*B.* The Q. B. to the adversary's K. Kt. fourth square, giving check.

*W.* The K. to the adversary's K. Kt. fourth square.

3.

*B.* The Kt. to its own square, checking by discovering the K. B.

*W.* The Kt. is compelled to take the K. B.

4.

*B.* The Q. B. to its K. third square, checking with the R.

*W.* The K. to the adversary's K. R. fourth square.

5.

*B.* The Q. B. to its K. B. second square, giving check.

*W.* The Kt. being forced to take it, gives checkmate.

## SIXTY-SECOND SITUATION.

1.

*B.* The R. to the adversary's Q. fourth square.
*W.* The K. to his Q. Kt. square.

2.

*B.* The R. to the adversary's Q. square, giving check.
*W.* The K. to his Q. R. second square.

3.

*B.* The Q. B. to its Q. fourth square, giving check.
*W.* The K. to his Q. R. third square.

4.

*B.* The K. B. to its Q. R. second square.
*W.* The K. to his Q. R. fourth square.

5.

*B.* The K. to the adversary's Q. B. second square.
*W.* The K. to his Q. Kt. fourth square.

6.

*B.* The R. to the adversary's Q. Kt. square giving check.
*W.* The K. to his Q. R. fourth square.

7.

*B.* The R. to the adversary's Q. R. square, giving check.

*W.* The K. to his Q. Kt. fourth square.

8.

*B.* The Q. P. to its Q. B. fourth square, giving check.

*W.* The K. to the adversary's Q. Kt. fourth square.

9.

*B.* The Q. B. P. gives check-mate.

## SIXTY-THIRD SITUATION.

1.

*B.* The Q. to the adversary's K. R. second square.

*W.* The K. to his Q. or to his *B.* square.

2.

*B.* The K. B. to the adversary's K. B. fourth square.

*W.* The K. to his square.

3.

*B.* The Q. to the adversary's K. Kt. second square.

*W.* The K. to his Q. square.

4.

*B.* The Q. to the adversary's K. B. third square, giving check.

*W.* The K. to his square.

5.

*B.* The K. B. to its K. fourth square.

*W.* The P. is obliged to take the K. B.

6.

*B.* The Q. P. one step, to the adversary's Q. fourth square.

*W.* The P. to the adversary's K. third square.

7.

*B.* The P. to the adversary's Q. third square.
*W.* The P. to the adversary's K. second square.

8.

*B.* The P. to the adversary's Q. second square, giving check-mate.

## SIXTY-FOURTH SITUATION.

*B.* The Q. to the adversary's K. B. third square, giving check.
*W.* The K. to his R. second square.

2.

*B.* The Q. to her K. R. fourth square.
*W.* The K. to his R. third square.

3.

*B.* The Kt. to the adversary's K. Kt. second square.
*W.* The K. to his R. second square.

4.

*B.* The P. one step.
*W.* The K. to his R. third square.

5.

*B.* The P. one step, giving check.
*W.* The K. to its R. second square.

6.

*B.* The Kt. to the adversary's K. B. fourth square.
*W.* The K. to his R. square.

7.

*B.* The Q. to her fourth square, giving check.
*W.* The K. to his R. second square.

8.

*B.* The P. to the adversary's K. Kt. third square, giving check-mate.

## SIXTY-FIFTH SITUATION.

1.

*W.* The Q. B. to the adversary's K. fourth square.
*B.* The Q. P. one step.

2.

*W.* The K. B. to the adversary's Q. B. third square, giving check.
*B.* The K. to his Q. Kt. square.

3.

*W.* The Q. R. P. one step.
*B.* The Q. P. takes the Q. B.

4.

*W.* The Q. P. one step.
*B.* The P. to the adversary's K. fourth square.

5.

*W.* The Q. R. P. one step.
*B.* The P. to the adversary's K. third square.

6.

*W.* The Q. R. P. to the adversary's Q. R. fourth square.
*B.* The P. to the adversary's K. second square.

7.

*W.* The Q. R. P. to the adversary's Q. R. third square.

*B.* The P. becomes a Q.

8.

*W.* The Q. R. P. to the adversary's Q. R. second square, giving check.

*B.* The K. to his Q. B. square.

9.

*W.* The Q. P. to the adversary's Q. second square, giving check-mate.

## SIXTY-SIXTH SITUATION.

1.

*B.* The Kt. to the adversary's K. third square, giving check.

*W.* The K. to his Q. B. square. (If he move to any other square, he will only accelerate his defeat.)

2.

*B.* The R. to the adversary's Q. Kt. fourth square.

*W.* The K. to his Q. second square.

3.

*B.* The R. to the adversary's Q. Kt. square.

*W.* The K. to his second square.

4.

*B.* The R. to the adversary's K. B. square.

*W.* The K. to his Q. second square.

5.

*B.* The Q. B. P. to the adversary's Q. B. third square, giving check.

*W.* The K. to his second square.

6.

*B.* The K. B. P. gives check-mate.

## SIXTY-SEVENTH SITUATION.

1.

*B.* The Q. B. to its K. square, giving check.
*W.* The K. Kt. P. interposes.

2.

*B.* The Q. to the adversary's K. second square, giving check.
*W.* The K. B. interposes at its Kt. fourth square.

3.

*B.* The Q. to her K. third square.
*W.* The K. B. to its R. third square (or to its Q. square).

4.

*B.* The *K. R. P.* takes the K. Kt. P. and checks.
*W.* The K. to his Kt. fourth square.

5.

*B.* The *K. R. P.* takes the K. B. P. and checks.
*W.* The K. to his Kt. third square.

6.

*B.* The *K. R. P.* to the adversary's K. B. fourth square, giving check-mate.

## SIXTY-EIGHTH SITUATION.

1.

*B.* The Q. B. to the adversary's Q. square, giving check.

*W.* The K. to his Q. R. second square.

2.

*B.* The Q. R. takes the Q. R. P. and gives check.

*W.* The Q. Kt. P. takes the Q. R.

3.

*B.* The Q. to the adversary's Q. second square, giving check.

*W.* The K. to his Q. Kt. square.

4.

*B.* The Q. to the adversary's Q. B. second square, giving check.

*W.* The K. to his Q. R. square.

5.

*B.* The Q. to the adversary's Q. B. square, giving check.

*W.* The K. to his Q. R. second square.

6.

*B.* The Q. B. to the adversary's Q. Kt. third square, giving check.

*W.* The K. is obliged to take it.

7.

*B.* The Q. to the adversary's Q. Kt. square, giving check-mate.

## SIXTY-NINTH SITUATION.

1.

*B.* The Q. takes the Kt. and gives check.

*W.* The Q. takes the Q.

2.

*B.* The K. R. takes the K. Kt. P. and checks.

*W.* The K. to his R. square.

3.

*B.* The K. R. to the adversary's K. Kt. square, giving check.

*W.* The Q. B. takes the K. R.

4.

*B.* The Q. B. to its Q. fourth square, giving check.

*W.* The K. to his R. second square.

5.

*B.* The R. to the adversary's K. Kt. second square, giving check.

*W.* The K. to his R. square.

6.

*B.* The R. to the adversary's K. second square, checking with the Q. B.

*W.* The Q. is compelled to interpose, either at her K. B. third square, or at her K. fourth square.

7.

*B.* The Q. B. takes her, and gives check-mate.

## SEVENTIETH SITUATION.

1.

*B.* The K. Kt. to the adversary's K. second square, checking by discovery of the Q.

*W.* The K. to his R. square.

2.

*B.* The Q. Kt. to the adversary's K. Kt. third square, giving check.

*W.* The K. to his R. second square.

3.

*B.* The Q. Kt. to the adversary's K. B. square, giving double check.

*W.* The K. to his R. square.

4.

*B.* The Q. to the adversary's K. R. second square, giving check.

*W.* The K. Kt. takes the Q.

5.

*B.* The Q. Kt. to the adversary's K. Kt. third square, giving check-mate.

## SEVENTY-FIRST SITUATION.

1.

*B.* The K. Kt. P. one step.
*W.* The Q. Kt. P. one step. *(or a)*

2.

*B.* The K. R. P. one step.
*W.* The K. Kt. P. one step, giving check.

3.

*B.* The K. takes the K. B. P.
*W.* The K. Kt. P. one step.

4.

*B.* The K. to the adversary's K. B. fourth square.
*W.* The K. Kt. P. one step.

5.

*B.* The K. R. P. or the K. B. P. takes the K. Kt. P. and gives check-mate.

*(Or a)*

*B.* . . . . . 1.
*W.* The K. Kt. P. two steps.

2.
*B.* The K. R. P. one step.
*W.* The Q. Kt. P. one step.

3.
*B.* The K. R. P. one step.
*W.* The K. Kt. P. takes it.

4.
*B.* The K. Kt. P. one step, giving check-mate.

## SEVENTY-SECOND SITUATION.

1.

*B.* The Q. Kt. P. one step.
*W.* The R. to the adversary's K. Kt. square.

2.

*B.* The Q. Kt. P. becomes a Kt. and checks.
*W.* The K. to his Q. B. second square.

3.

*B.* The Q. R. P. becomes a Q.
*W.* The R. to the adversary's Q. R. square, giving check.

4.

*B.* The K. to the adversary's Q. Kt. fourth square.
*W.* The R. takes the Q.

5.

*B.* The Kt. to the adversary's Q. R. third square, giving check; and the game must be *drawn*.

N. B. The method of drawing the game with a Knight against a Rook is analysed, page 122.

## SEVENTY-THIRD SITUATION.

1.

*B.* The Q. R. P. becomes a Q.
*W.* The R. takes the Q.

2.

*B.* The K. takes the R.
*W.* The K. to his third square.

3.

*B.* The K. to the adversary's Q. Kt. second square.
*W.* The K. to his B. fourth square.

4.

*B.* The K. to the adversary's Q. B. third square.
*W.* The K. to the adversary's K. Kt. fourth square.

5.

*B.* The K. to the adversary's Q. fourth square.
*W.* The K. takes the K. Kt. P.

6.

*B.* The K. to his fourth square.
*W.* The K. takes the K. R. P.

7.

*B.* The K. to his B. third square.
*W.* The K. to the adversary's K. R. third square.

8.

*B.* The K. to his B. second square.
*W.* The K. to the adversary's K. R. second square.

9.

*B.* The K. to his B. square, and of course draws the game.

N. B. If the White had the move, he would easily win the game; ex.:

1.

*W.* The R. to its Q. R. square.
*B.* The K. takes it.

2.

*W.* The K. to his Q. B. second square.
*B.* The K. Kt. P. one step.

3.

*W.* The K. R. P. takes it.
*B.* The K. R. P. one step.

4.

*W.* The K. R. P. to the adversary's K. Kt. third square.
*B.* The K. R. P. one step.

5.

*W.* The K. R. P. to the adversary's K. Kt. second square.
*B.* The K. R. P. to the adversary's K. R. second square.

6.

*W.* The P. becomes a Q.
*B.* The P. becomes a Q.

7.

*W.* The Q. being moved to the adversary's K. Kt. second square, gives check-mate.

## SEVENTY-FOURTH SITUATION.

1.

*W.* The Q. B. to its Q. R. square.
*B.* The K. takes the Q. B.

2.

*W.* The K. to his Q. B. square.
*B.* The Q. B. P. one step. (If he moved it *two* steps, he would lose the game.)

3.

*W.* The K. to his Q. B. second square.
*B.* The Q. B. P. one step.

4.

*W.* The K. to his Q. B. square.
*B.* The Q. B. P. to the adversary's Q. B. fourth square.

5.

*W.* The K. to his Q. B. second square.
*B.* The Q. B. P. to the adversary's Q. B. third square.

6.

*W.* The K. to his Q. B. square.
*B.* The K. Kt. P. one step.

[redacted]

(a)

7.

*W.* The K. R. P. does not take, but moves to the adversary's K. R. fourth square.

*B.* The K. Kt. P. to the adversary's K. Kt. fourth square.

8.

*W.* The K. R. P. to the adversary's K. R. third square.

*B.* The K. Kt. P. to the adversary's K. Kt. third square.

9.

*W.* The K. R. P. to the adversary's K. R. second square.

*B.* The K. Kt. P. to the adversary's K. Kt. second square.

10.

*W.* The P. becomes a Q.

*B.* The K. Kt. P. becomes a Q. and checks.

11.

*W.* The K. to his Q. B. second square.

*B.* The Q. to the adversary's Q. Kt. square, giving check.

12.

*W.* The K. is compelled to take the Q. B. P.

*B.* The Q. to the adversary's Q. Kt. second square, giving check.

13.

*W.* The K. to his Q. third square.

*B.* The Q. takes the Q. &c.

## SEVENTY-FIFTH SITUATION.

1.

*B.* The Q. to the adversary's K. B. second square, giving check.

*W.* The K. to his R. square.

2.

*B.* The Q. B. to the adversary's K. B. third square, giving check.

*W.* The Q. is compelled to take the Q. B.

3.

*B.* The Q. takes the Q. and checks.

*W.* The K. to his Kt. square.

4.

*B.* The Q. to the adversary's K. R. third square.

*W.* The K. to his R. square.

5.

*B.* The K. Kt. P. one step.

*W.* The K. to his Kt. square.

6.

*B.* The K. B. to the adversary's K. B. second square, giving check.

*W.* The K. to his R. square.

7.

*B.* The P. gives check-mate.

# SOLUTION

OF THE

## FIRST OF THE THREE SITUATIONS,

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1.

*W.* The Kt. to the adversary's K. second square, giving check.

*B.* The K. to his R. square.

2.

*W.* The K. R. takes the K. R. P. and checks.

*B.* The K. Kt. P. takes the K. R.

3.

*W.* The K. Kt. P. one step, giving check.

*B.* The K. to his R. second square.

4.

*W.* The K. Kt. P. takes the K. R. becomes a Kt. and checks.

*B.* The K. to his R. square.

5.

*W.* The Q. R. to the adversary's K. Kt. square, giving check-mate.

# SOLUTION

OF

# THE SECOND SITUATION.

1.

*B.* The Q. B. to its K. B. fourth square.
*W.* The Q. takes the Q. B.

2.

*B.* The Q. to the adversary's Q. B. square, giving ch ck.
*W.* The Q. R. takes the Q.

3.

*B.* The K. Kt. to the adversary's K. second square, giving check.
*W.* The K. to his Q. R. square.

4.

*B.* The Q. R. takes the Q. R. and checks.
*W.* The Q. interposes at its Kt. square.

5.

*B.* The K. Kt. to the adversary's Q. Kt. third square, giving check-mate.

# SOLUTION

OF

## THE THIRD SITUATION.

1.

*W.* The Q. Kt. to the adversary's Q. B. second square, giving check.

*B.* The K. to his Q. R. fourth square.

2.

*W.* The Q. R. to the adversary's Q. Kt. fourth square, giving check.

*B.* The K. to the adversary's Q. R. fourth square.

3.

*W.* The K. R. to its Q. R. third square, giving check.

*B.* The Q. Kt. takes the K. R.

4.

*W.* The Q. Kt. P. one step, giving check.

*B.* The Q. B. takes it.

5.

*W.* The Q. R. P. takes the Q. B. and gives check-mate.

THE END.

3-

mc

## SEVENTY-FOURTH SITUATION.

1.

*W.* The Q. B. to its Q. R. square.
*B.* The K. takes the Q. B.

2.

*W.* The K. to his Q. B. square.
*B.* The Q. B. P. one step. (If he moved it *two* steps, he would lose the game.)

3.

*W.* The K. to his Q. B. second square.
*B.* The Q. B. P. one step.

4.

*W.* The K. to his Q. B. square.
*B.* The Q. B. P. to the adversary's Q. B. fourth square.

5.

*W.* The K. to his Q. B. second square.
*B.* The Q. B. P. to the adversary's Q. B. third square.

6.

*W.* The K. to his Q. B. square.
*B.* The K. Kt. P. one step.